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COVER STORY 20

32X MORTAL KOMBAT II

EXCLUSIVE

Some mothers do 'ave 'em. And some mags do get 'em. And we get 'em first every time. The exclusive, straight to review, lowdown on the pristine 32X version of MK II. Read and learn of the path to enlightenment...

Nnnn, yes your tonsils are inflamed. I recommend complete rest.

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The first fruits of last issue's photo bribe, steel yourself for Drag O Rama, the Night of a 1000 home haircuts, and many more. And there's yet more chances to get involved.

NEWS 8
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Abandon Hope All Ye Who Enter here...But wait for our new 'dial-a-date' service to appear!

YOB 92
Stuff me, Yob's got hold of some sensible letters. We don't know how it happened but needless to say there will be an enquiry.

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Which is best: Lucky Charms or Ramona Rubbles? When putting on a school tie is it 'long bit up and under' or 'short bit down and through'. Don't laugh, some of the questions Steve gets make him cringe. We're just waiting for 'which is best: wiping forwards of getting mum to do it...'

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THE STORY OF THOR 56
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Probably the Prince (as in singer) of [illegible] games.

EXCLUSIVE

Rockman has a habit of being small, changing his name (to Megaman) and bringing out collections of his past performances. He's got flared trousers, too. Metal ones.

ROAD RASH III 70
Subtitled 'Tour de Force'. Is that meant to be funny? You never can tell with Road Rash. Now, the humping cattle — that IS funny.

EXCLUSIVE

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Mickey's zillionth platform adventure on the Megadrive, and we can detect those ears beginning to droop with fatigue.

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Fancy a big throbbing piece of machinery between your legs? No, I'd rather pretend I'm riding a motorcycle in Kawasaki Superbikes, [illegible] much. And you thought Frankie Howard was dead...

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The dangers of in-tank barbecues revealed in our Metal Head review.

A dragon coughs an extra-large furball at our hero.

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EXCLUSIVE

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Snigger.

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We weren't going to put these in, but we were worried you might buy them.

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SMURFS GG 86
Smurfs, Smurfs. It's Smurfs everywhere. Well in the Daily Star at least. £1000 for something kids could shake on. Blimey.

EDITO

WHODUNNIT

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SPECIAL NO THANKS Vivi Lo Vegas, Inc...

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GREAT UNANSWERED QUESTIONS OF OUR TIME: 21 and 22: 21: Whatever happened to Tom Arthur? 22: Where can we shop this?

Hello, Steve here. As if often the case we have been left with a bit of a nasty space here so, as I wait for the final pages to go to the printers, it has fallen to me to fill it. It's a creepy dull Friday and all I can smell are the ATC boots rotting under Os's desk which formed the basis of his diet for the past three days. Gus has gone AWOL with a load of files, and Paul seems to have vanished off the face of the Earth. Anyway, that's that (gone filled now ... and without upsetting any Knuckle-ego Editors, I think I'm feeling it...

Well, we've got off to a cracking start this year by securing the first review of Acclaim's brilliant 32X conversion of Mortal Kombat II which replaces the juggle combos missing from the 16bit version — a real shot in the arm for the 32X. Sadly, the Saturn front has been quieter than a morgue this month with no review stuff arriving, but as we're expecting Shinobi X and Gotha any minute now this lull won't last long. This is going to be a real year of change as the 32X releases set to step up in number and the Saturn finally gets a UK release. The CES has shown some promising plug-thru games which are unveiled in our special report, and there's a Knuckles game on offer, too. Something tells me, 1995 is going to be rather smart...

CASH FOR PHOTOS BOOM!

Well, we reckoned you were a bunch of money-grabbing mercenaries and, sadly, we were right! No sooner had the issue hit the streets than strange photos of our beloved readership began to filter through. A worrying early trait is that most involve cross-dressing but, hey, we're not ones to judge. All the photos printed here are cash winners and the respective loot will be on its way to you as soon as we've done over the Alliance and Leicester. Right, on with the sadness...

BAD HAIRCUTS

Probably the easiest tenner most people will ever make, sadly the owner of this fine 'around the rim' trim didn't put their name with it! Also, notice the way the hair curls inwards, adding to the impression that it could indeed be a wig! A tenner awaits the person who can prove this is their pic!

An entry from our mates on our sister mag, The One For Amiga, as they unveil what must be the worst haircut this side of Robbie Williams. This is copper-topped Editor, Andy Nuttal, as a young kid looking as lonely as someone with hair like that should. Sadly, Andy won't be receiving any cash for the photo to make up for his appearance, as EMAP employees can't win!

THE LIST IN FULL...

Don't forget there are plenty of other categories to enter, and we've added a few more. Here's the list in full, with the value of both haircuts and cross-dressing suitably reduced...

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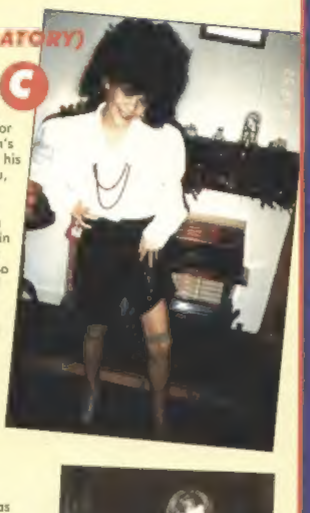
PAUL BUFTON AT SCHOOL — £10

RIAL

FULL MAKE OVER (DRESS-WEARING OBLIGATORY)

Andrew Ruddich impresses us with a sterling impersonation of Anita Dobson (Angie out of Eastenders). With a classy wig and clobber to put the 'Allo 'Allo girls to shame, Andrew has earnt a cool £35 — especially for making his Mum's pop socks reach his knees (mind you, she's must be pretty recognisable wandering around Tescos in that gear!). Oh yeah, we're also going to round his prize up to £40 for his uncanny facial resemblance to Nichola Stapleton (also off Eastenders).



C

D Rond Walton has opted for the church-going look, although it looks like Rolf Harris has been doing his make-up! Thankfully, it's dark outside so his mates won't notice too much when he meets them. £35 on its way, young... er, man.

Geoff Harte, pater to son Richard, goes all sporty for the camera. We were foxed for a while and thought it was a pic of Martina Navratilova, but then we noticed the moustache. Martina's is much thicker. £35 heads from our wallet to Hornchurch....

E

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SPOTTIEST PERSON EVER SEEN — £15
ENTIRE KITKAT IN MOUTH — £10

FAT MUMS — £10
(£10 BONUS IF IN SWIMMING COSSIE)

We're particularly after pics of Paul B at school, so if you went to school in Norwich between 1982-89, we want to see the pics (sports kit ones gain an extra fiver). The cash will be given for any we print. Multiple entries will be accepted, and if you have any combinations of the above, you will recieve a lump sum of the two values combined. Mark your pics: I'M DAVID BAILEY, GISSUS THE CASH, MEAN MACHINES SEGA, 30-32 Farringdon Lane, London, EC1R 3AU.

DREAM MACHINES

The mind of a MEAN MACHINES team member is a dark and sordid realm. To celebrate the mystical forces at work, this month we plumb the deepest psychological recesses of the world of dreams.

STEVE

Steve's dream dates way back from his childhood when he had to confront a stone robot who was knocking down all of the houses in his home village, Southbourne. "The evil droid would just wander around kicking down houses willy-nilly. But me and my mates found this plunger thing, and if you pulled it the robot stopped. So we took it to the council and we threw it in the incinerator, making the stone thing crumble. And as a reward we were given a tin of Quality Street each." A small price to pay for the survival of mankind.
FAVE GAMES: INTERNATIONAL SUPERSTAR SOCCER

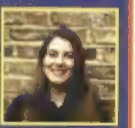
OZ

By day mild-mannered Art Editor, by night purveyor of justice! Oz told us about this flickin' ace dream about the time he rescued an entire plane of hostages. "Yeah boyee, I was like commander of a crack force with guns and rings (sound FX: — Payyeew! Kaaah!); and we saved all these poor people. But I had to go back for this little girl, and when I got back all my team were all dead. The little girl was alright though". Yes dear.
FAVE GAMES: RIDGE RACER, TOSHINDEN

GUS

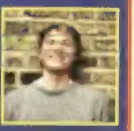
Gus' eyes lit up with the prospect of delving into the subconscious, revealing a bizarre encounter with sharks that could walk. "I was with my family at home, and my Dad had just told us about the genetic experiments he had performed on sharks. At this point the house started to fill with water and the sharks came to seek their revenge. Aaaargh!" Hmm, time to lay off the Viz comics.
FAVE GAMES: TOSHINDEN, VIRTUA FIGHTER

CLAIRE



"Every night I have this fantastic recurring dream of winning the lottery. I'm always in a really sunny place and there are loads of swimming pools around me. And once I've picked up the cheque for all the millions of pounds, I'm straight on the phone to Lord EMAP to buy MEAN MACHINES so I can move the offices to St Vincent in the West Indies, where the magazine's made by robot copies of us." Cheers Claire.
FAVE GAMES: RIDGE RACER, DAYTONA

PAUL



"I can't normally remember my dreams, but [illegible] is particular that comes to mind. I'm this spy, a bit like James Bond, with flash car, top threads, and a lovely little villa on the Mediterranean. My sole responsibility is to track down other spies and destroy them before they pass on government secrets. Then I woke up and it was true, all true you know!" Paul's gone for a bit of a lie down.
FAVE GAMES: KILLER INSTINCT, RIDGE RACER

RAD

"I think it's about time the world knew about my cabbage fixation. I had this recurring dream as a kid that a robot had come to Earth to steal all of the cabbage resources. I was in the supermarket with my Mum and in burst the evil robot ready to vaporise anyone in his path. So we made a run for it, but all he really wanted was to nick the cabbages." And still like cabbages for [illegible]
FAVE GAMES: TOSHINDEN, VIRTUA FIGHTER

CHAOS OV

- NEW GAME
- BY SEGA
- 32X

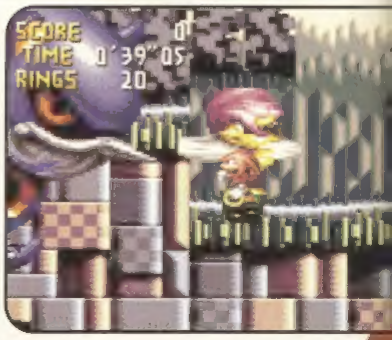
Sega have ended the uncertainty and 'If-what-who-when' questions surrounding a Sonic game on the 32X. Since the add-on's launch Sega have admitted to having two possible Sonic games in production, but unsure which, if any, would become a completed product.

However, the unthinkable has not happened and we are to get a 'Sonic' title, though this time Knuckles is firmly the main star. Knuckles Ringstar is a platform game in the familiar mould with a lot of scenery quite reminiscent of Sonic 3 and Sonic and Knuckles. The characters and enemies also owe quite a bit to the previous titles.

But this is the first title in which the superior qualities of the 32X hardware are showing through. This huge increase in colour capability makes Ringstar look stunningly detailed compared even to Sonic and Knuckles.

Special effects dazzle throughout, with the screen zooming into the player characters, and they even have Pseudo 3D game moves allowing them to jump in and out of the foreground. The speed of scrolling is incredible. But the new features are not all cosmetic. Knuckles is the subject of controversy because of its unusual and original gameplay mechanisms. Instead of controlling one character, you are in charge of two sprites linked by something resembling an elastic cord. One sprite leads the other, but the cord allows you to perform all sorts of neat tricks, like leap-frogging and catapulting both sprites at high speed.

It's certainly novel, but Sega were concerned that it may prove too challenging for some. This is one area where months of playtesting will be ordered. Elsewhere, there are some great bonus games, that put the interludes in Sonic 3 and Sonic and Knuckles to shame. One is a fantastic free-fall through a tube filled with bonus and warp tiles, in a myriad of colours. The second we have seen involves a 3D polygon tube, with changing gravity and inertia effects. Even at this early stage Knuckles has some funky styling: arty intros to each level. As more material becomes available on the game, don't doubt us to have it first.



ER KNUCKLES

UK SATURN UNVEILED

- NEW MACHINE
- BY SEGA
- SATURN

Just thought you'd like to have a look at what a UK PAL Saturn will look like. In terms of size and proportion it's identical to the import machines but, as you see, Sega Europe have opted for a typically black casing in preference to the grey of the Jap original. Around the back things stay pretty much the same, too, with the addition of an AV port. The machine is still expected for later this year, but we reckon it could appear some time in the summer as opposed to in the Autumn as originally intended.

DREDD - FIRST

- NEW GAME
- BY ACCLAIM
- MEGADRIVE

The first contender for 'Licence Of The Year' definitely goes to Acclaim's Judge Dredd and here are the first pictures you'll see of the game! A mixture of platform and shoot 'em up genres, Dredd is a twelve-stage game which mixes ideas lifted from both the forthcoming film and the comics. The film itself revolves around Dredd's attempts to stop his clone barther Rico from cloning himself and creating an army of psychopaths, and the game charts his progress, offering loads of extra perps to judge on the way. Probe are the guys behind the game, and in addition to the platform action they have also added a series of 3D stages where Dredd jumps on his Lawmaster bike and cruises the streets of Mega-City One. An EXCLUSIVE preview of the game is imminent, so get ready to leap into the 22nd century for the full works on this exciting licence.

ALIEN NATION

- NEW GAME
- BY ACCLAIM
- SATURN

You may remember the first pics of Acclaim's Alien Trilogy we published a few months back. Well, here's the latest to appear along with more news on this stunning-looking game. Alien Trilogy is now set to hit the Saturn in time for the machine's UK release date and is an eighteen-stage 3D blast with the player going to war against the acid-blooded monsters in a hunt for the Queen alien. The game is the first to be released that has used Acclaim's 'motion capture technology', and the graphics truly do justice to the classic movie trilogy with loads of dark corridors and surprise attacks. Acclaim are chuffed to bits with the game so far, and it certainly looks to live up to their expectations — a Doom variant has never looked so detailed. Sadly, a 32X version is no longer on the cards, but we'll be watching this one closer than a kid juggling hot coals whilst standing on our new carpet.

LOOK!

OCEAN'S WATERWORLD

- NEW GAME
- BY OCEAN
- SATURN/32X

It has fallen to Ocean to snap up the next contender for film of the year ' Waterworld, a cross between 'The Man From Atlantis and 'Die Hard' stars Kevin Costner as a sort of police sheriff with gills who inhabits a world flooded following the loss of the polar caps, and under seige from Dennis Hopper and his pirate mates. Ocean's game is set to appear on a variety of 32bit platforms, Saturn and 32X included but firm details regarding its content and style are unknown Still, if the game goes smoother than the film's which (which is said to be m lions over budget), we should see it later this year

INTERCLAY RETURN

- NEW GAME
- BY INTERPLAY
- 32X

Interplay continue their Sega assault and unveil the first screenshot of their 32X conversion of Clayfighter 2 Whilst the first game came in for a bit of a kicking, the sequel sports more characters, moves and the like, it is also believed that the plug-thru's extra processing power will make the game faster to play than the sluggish original The Super NES game has done quite well for itself on the review circuit, and we'll be getting out sticky mitts on this one any time now

BREATH OF FIRE

- NEW GAME
- BY [illegible]
- SATURN

Panzer Dragoon is probably the most important Saturn release of 1995. Since early shots of the game appeared, critics have latched onto a game which will crucially define the Saturn's powers. At its most basic level, Panzer Dragoon is a flight of fancy. You control the firing and limited movement of a flying dragon, making its way through multiple levels. It's possible to view the scene from four viewpoints: front, two flanks and rear.

All the graphics are polygon-generated, with detail colouring and depth that makes Virtua Fighter look pathetic. When we played the game there were two complete levels. One was a flight through a desert with [illegible] This was followed by a flight over a dense forest, with fantastical flying galleons attacking from all sides. As you can see, from what we've played, we have high hopes for Panzer Dragoon. More news of the official released version very soon.

YOU DON'T SAY...

Psst! Over here... Quickly. There's not much time

Let's start with joyous news on the sequel front. The busy Bitmaps are working away on a sequel to The **Chaos Engine**. Once again you have been drawn back into the Victorian era where an invasion force of alien miscreants are wreaking havoc, and your task (should you accept it, etc, etc) is to blow the beggars to bits. Whilst the graphics retain the weird 'Steam/Cyberpunk' look, new additions are an interactive 3D play area, more power ups and, most notably, a split-screen mode for two-player game. Just don't say we told you.

One of those talkative little Starlings tells us that EA's first venture into the wonderful world of 32X will be an update of the **NHL** games. Quite what they intend to do with it I'm not sure, but needless to say we'll find out imminently as will you.

Looking into our crystal ball we are strangely drawn to Virgin who are going a little Mega-CD mental. Between February and April they have TWELVE title lined up, ranging from JVC's **KEIO Squeadren** and **Dungeon Master II**. What's more interesting, though, are the as-yet seen titles, **Cobra II, Lords Of Thunder** and **Flux**. More when we get it. Oh yeah, we couldn't help but notice that **Demolition Man** CD is back on the cards, too. Yeah right.

Strangest movie licence equivalent of the CES must go to Acclaim. Several years ago, Julian Sands made a movie called **Warlock** with the girl who played the cello in Fame (ask yer sister). There was also a sequel which went straight to video a few months back. Anyway Acclaim are working on a Warlock game which takes the form of a platformer. No other info at the mo, though, but we reckon an Acclaim game based on 1970s horror 'And Now The Screaming Starts must be a cert.

On a sadder note, Accolade's UK offices have been closed as Time Warner have stepped in to buy all their games and the label. Similarly, Domark's consoles games will now be appearing through Acclaim, including the return of the once-dead **Wizard Pinball** for the Game Gear.

'Til next month,

Pip pip...

MAGNIFICENT MEN IN THEIR FLYING MACHINES

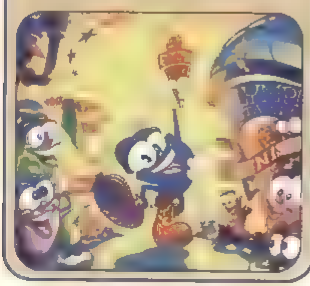
- NEW GAME
- BY [illegible]
- 32X

Just in from [illegible] Japan is news of an immi[illegible]nent conversion of their latest arcade smash Wing War for none other than the 32X. Based on warplanes from both past and present, the flying machines of nine nationalities — among them, [illegible] — are up for [illegible]. Using the [illegible], Wing War is set to push [illegible] full potential.

IZZY WIZZY

- NEW GAME
- BY US GOLD
- 32X

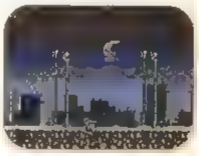
US Gold have again stepped into the frame to snap up the licence for the next Olympics. However, whilst the Atlanta based tournament isn't due to start until 1996, the Brummie lads and lasses are set to introduce the games' mascot, Izzy, in a 16MEG platformer. Izzy's Olympic Quest stars a little morphing athlete capable of great turns of speed and the ability to turn into sports equipment. His task involves recovering the five Olympic rings which some rotten sod has stolen (I bet it was the French). Three events split into smaller sub stages await our hero, and if he succeeds he gets to take part in the games. Izzy will be appearing later this year, but nobody's quite sure when.



BLACKTHORNE ARRIVES

- NEW GAME
- BY INTERPLAY
- 32X

When the planet Tuul was overrun by Sarlac, ad bad guy out to snatch control of the planet, only one man was brave enough to take him on. Kyle Blackthorne. Kyle's first adventure has just taken part on the Super NES in the form of Interplay's Flashback-inspired Blackthorne, and it is currently undergoing conversion to the 32X, with the obligatory better graphics and sound. A platformer, Kyle wanders from screen to screen offing bad guys and searching for the two crystals needed to restore balance and kill Sarlac. Andy on NMS really rates this, and we can find out if he's lying reet soon.



RETURN OF THE SONY COMPO!

- [illegible]
- [illegible]

Oops, now that we're stupid or owt but two months ago, we said "here are the first three questions in our two-part Sony compo, the next three will appear the following issue." Sadly, due to a hiccup (more of a bloody great burp, really), they never. Well, fear not, [illegible] the first three questions and the new three so, at long last, you can have a shot at winning a Sony MiniDisc player and loads of game-related goodie bags, including copies of Mighty Max, Pitfall, and Mickey Mania. So, here in full are the six questions which could win you that rather smart piece of kit or one of the five runners-up prizes of packs of games, and five smaller bags of assorted Sony goodies.

1. Name the acrobatic star of Pitfall: The Mayan Adventure.
A. Harry
B. Max
C. Keith

2. Which famous studio gave birth to Mickey Mouse?
A. Fox
B. Columbia
Disney

3. Name Mickey Mouse's trusty pooch?
A. Remus
B. Pluto
C. Dougal

4. In Mighty Max's [illegible]
A. [illegible]
B. Gert [illegible]
C. Tall

5. Which Sony game was based on a Stallone film?
A. Mickey Mania
B. Cliffhanger
C. Sensible Soccer

6. Pitfall first appeared on which console?
A. Vectrex
B. Colecovision
C. Atari VCS

Now scribble your answers on to the back of a sealed envelope or postcard and send it to:

BELATED MINI-DISC TOMFOOLERY COMPO
MEAN MACHINES SEGA
Priory Court
30-32 Farringdon Lane
London
EC1R 3AU

Make sure they get here by Feb 28th or Gus will eat them. Usual tyrannical compo rules apply.

LMP
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POWER GRIP
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COMPLETE WITH MAINS ADAPTOR FOR GAMEGEAR
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BLOCKBUSTER GAMES

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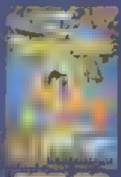

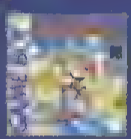

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BLOCKBUSTER VIDEO

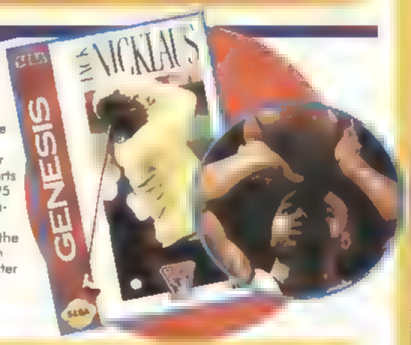
Once again, the bi-annual CES has come and gone, and January's Las Vegas show was a let-down to say the least. Nintendo's dire-looking VR unit was the star of an otherwise quiet show, with Sega tucked away in a small area in the corner. In terms of games it was equally dull, with only Acclaim's Judge Dredd and 32X MKII conversions and Interplay's forthcoming 32X titles looking particularly interesting. The Saturn wasn't represented at all, apart from Sega unveiling the black casing which will house the European machines, and a few mentions on press releases of games due for release next year. Still, here's what few items of interest we did cobble together.

CES NEWS CES

SUNSOFT

ACCOLADE

The sell-out of Accolade Europe's titles to Time Warner in the UK means the following wil appear through the chaps behind Lawnmower Man and Generations Lost later this year. Sports fans can look forward to Jack Nicklaus Golf '95 and a sequel to Barkley: Shut Up And Jam featuring more players and courts. However although not on show, the hottest news from the Accolade camp was of Zero Tolerance II which will be debuting on the 32X and Megadrive later this year. Oh, and Bubsy is set to return for a third outing in a game programmed by Fareham-based Climax. Oh joy.



OCEAN

DIGITAL PICTURES

Fresh from their recent deal with Acclaim Digital Pictures have gone into FMV overload as they start announcing more CD titles for a variety of machines. The 32X can expect enhanced versions of Corpse Killers, Scottie Pippen Slam City and Supreme Warrior which should have clearer graphics than the poor 16bit versions whilst the plug thru and Mega-CD will also play host to a storyteller disc which allows the player to create their own fairy tales or watch one of a number on offer. The games will appear under the Acclaim banner a month after their US releases starting in March.

ACCLAIM

This is more like it! Sitting proudly on the Acclaim stand was Sylvester Stallone's lawmaster bike from the forthcoming Judge Dredd film which brought more than a few gawpers to the stand for a look. The game was also on show as were recently-announced licences such as True Lies (a little early to comment on the Megadrive version), Stargate (like Alien 3) and Warlock (hmmm). Acclaim's tie-ins with Marvel were also on display with the recently-released Wolverine flexing his Adamantium claws alongside the Spider-man TV licence (see preview this month). Oh yeah, and NFL Quarterback Club was on show in both its Megadrive and Game Gear incarnations.

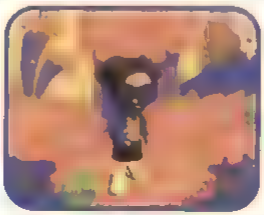
One of the biggest draws of the stand though, was the 32X conversion of Mortal Kombat II which, whilst not initially that impressive, sees the addition of larger sprites and the juggle combos missing from the Megadrive version... but hey, why not read our full and exclusive review for all the details. However, we were a little disappointed the promised version of 32X NBA Jam Tournament Edition wasn't on show, as this looks as if it could be a real winner. However, a 32X version of WWF Raw was announced so that should please fans of the spandex grapplers. Acclaim's new technology stuff also looked pretty smart with Alien Trilogy setting new standards and, although there was nowt to see, Batman Forever, is said to be rais-

Wow! Look, the Batman Forever logo. Wow!

SEGA

ROCKET SCIENCE

With Tully Bodine and crew set to line up in a sequel to Loadstar and Cadillac And Dinosaurs ready to roll onto a Mega-CD reel soon, Rocket Science took the chance to show off a trio of Mega-CD titles and a new 32X project. First of all, meet Rocket Boy, a ray-traced hero who has inadvertently launched himself and his dog into space using a home-made spaceship. Rocket Boy and his pooch land on a weird weird planet where the normal rules of gravity don't seem to apply, and where none of the local inhabitants are in the remotest bit friendly. In all there are ten stages for our speccy hero to traverse and the game culminates in a battle against an evil tyrant. Next we have Flying Aces a biplane sim set during WWI. As rookie pilot Billy Campbell you partake in a number of attacks on the advancing Germans. Sadly, your back-up team are well, a bit dim so much merriment and humour follows. Last, and for both the 32X and Mega-CD, we come to Darkride



▲ Hello, my name is Rocket Boy. My Dad used to be in Thunderbirds.

▲ This looks like a model someone has put a match to!

ng a few eyebrows too. Finally Acclaim announced they had signed an exclusive deal with Iguana (the developers behind NBA Jam and NFL Quarterback) who will be writing solely for them now.

a psychedelic rollercoaster from the obviously troubled mind of games veteran Brian 'Loom/Zork' Moriarty. Twelve winding stages require your dexterity and attention in this smart-looking puzzler. Cool.

▲ *This looks really weird, but we reckon it'll be quite smart.*

TIME WARNER

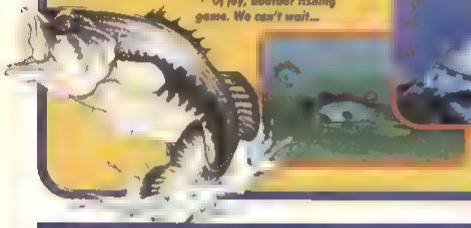
The US arm of Time Warner was displaying a Wayne Gretzky NHLPA-approved ice hockey game and a golf

these appear over here it'll probably be under different names. The best news, though, was that Time Warner's Atari 32X games was announced — a conversion of their popular Rift baseball game with All the latest pixels and the biggest sprites seen in such a game.

Rift — 32X style!

THQ

THQ were using the show to unveil their forthcoming games of The Mask, seaQuest DSV, and the assorted Game Gear conversions of EA Megadrive titles. Again. Still, whilst The Mask and his ageing mates were making up for half the stand, THQ also announced a cluster of new Sega-related titles. The first is a Mega-CD conversion of the arcade sequel to Smash TV, Total Carnage. The rest, though, concentrates pretty much on the Game Gear with THQ again raiding EA's back catalogue and announcing battery-gobbling versions of Michael Jordan In The Windy City (where the basketball player battle zombies using a ball!) and NHLPA 96, another in the never-ending range of ice hockey sims.



Oi joy, another fishing game. We can't wait...

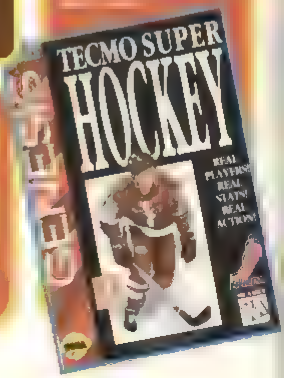
Stingray! Stingray! Da-na-na-na-na. Oops, wrong programme.

INTERPLAY

Interplay have a lot of confidence in the 32X as they are readying several new titles for release. The first are Boogerman and Clay Fighter II which we have covered earlier, and these will be followed by Blackthorne. Finally, and best of all in our less than humble opinions, is that Interplay have snapped up the 32X version of Infogrames stunning PC romp, Alone In The Dark II. We'd heard rumblings of this ages ago, but now we've seen it and it looks absolutely stunning. Inspired by the tales of HP Lovecraft (the master of all things bizarre), AITDII pits the player against an evil necromancer called Derceto who is out to take over the world. What separates Alone from other RPGs and puzzlers is the graphical style. In Alone the game's many rooms and locations are seen from a series of odd viewpoints which pan around the main sprite to add cinema-style close ups and tracking shots. These add to the atmosphere brilliantly, and we cannot wait to get to grips with it. A contender for 32X game of the year we reckon. Oh yeah, whilst we remember, Interplay have also secured the rights to release the CD version of Earthworm Jim over here. With an extra level, new endings and weapons it should hit the shelves in a month or so.

Look! Look! Look! 32X blows in The Dark II. Wow! Yipes, etc...

TECMO



ACCLAIM

ELECTRONIC ARTS

VIRGIN

MICROPROSE

ASCII

KOEI

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Soccer (previously Virtual Soccer II). Featuring 48 international

GOLDEN JOYSTICKS AWARDS 1995

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BEST CONSOLE SIMULATION
vote for your favourite flight s mu at on driving sim sports game the choice is yours

BEST CONSOLE SIMULATION

BEST LICENSED CONSOLE GAME
Which arcade conversion, officia y licensed t tle or movie t e-in appealed to you the most in 1994?

BEST LICENSED CONSOLE GAME

BEST ORIGINAL CONSOLE GAME
What was your favour te game of the year which DIDN T re y on an official license?

BEST ORIGINAL CONSOLE GAME

CONSOLE GAME OF THE YEAR
Th nk back back! What was your absolute favourite game this year?

CONSOLE GAME OF THE YEAR

HAND HELD GAME OF THE YEAR
Hand helds are quick y becoming a major force in the videogames market Which game do you think was the best n 1994?

HAND-HELD GAME OF THE YEAR

SOFTWARE HOUSE OF THE YEAR
One of our mos prest g ous awards Which games producer do YOU th nk has maintained the greatest quality and produced the best games n 1994?

SOFTWARE HOUSE OF THE YEAR

BEST AD OF THE YEAR
A decent marketing campaign can be the make or break of a particular game or brand Which advert n part cular stood out for you? It could be a game ad hardware ad on TV rad o or in the games magazines

BEST AD OF THE YEAR

BEST ORIGINAL CONSOLE ACTION GAME
A lien games are the staple diet of most console games players This category a lows you o vote for the most or g na quality game

BEST ORIGINAL CONSOLE ACTION GAME

CONSOLE PROGRAMMER OF THE YEAR
Programmers a ways used to be the unsung heroes of the console industry This award is for you to choose who think the best programmers of 1994 are

CONSOLE PROGRAMMER OF THE YEAR

PRIZE DRAW FORM

Name

Address

Telephone Number

Machine Owned

MORTAL KOMBAT II
1-2 PLAYERS
GAME TYPE
BEAT 'EM UP
PRICE
£59.95
BY
ACCLAIM
CONTROL: JOY PAD
CONTINUES: PLENTY, TA
1ST DAY SCORE
REACH KINTARO
NO! You may indeed be a regular reader of MAN, but I am not collecting this bit, Mr Sega-Owner. NO!
Look, I am not going to do it, OK. If you can't guess by looking at the pics, you're beyond help.

(To the tune of 'High On The Hill' from The Sound Of Music:)

High on a mountain a lonely tyrant (ladee-hoo, a ladee-hoo, a ladee-hoo), rose up high and ordered a fight (ladee-hoo, a ladee-hoo, a-hoo). Gathering weirdoes from the Earth and his land (ladee-hoo, a ladee-hoo, a ladee-hoo), Acclaim jumped in and made several grand (ladee-hoo, a ladee-hoo, a-hoo).

With only Cosmic Carnage as competition, Acclaim have stepped in nice and early to take the 32bit beat 'em up crown with a conversion of Mortal Kombat II for the 32X. The scenario remains the same as, once more, the dozen fighters get together to take on Shao Kahn and his sidekick, Kintaro, but the game has been tinkered with in order to use the 32X's powerful processing power for a closer conversion. Fight!

Thousands came to watch Kintaro the singing mutant.

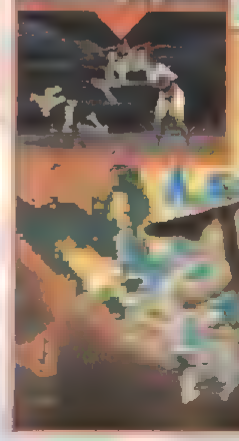
MORTAL II

Kitana's proposal to Rayden is spoiled by a Dolphin's sonar

Nope, it's no good, it just won't come off

Mucron would have helped cure that

The old Doing My Shoelace gag fools Jax...



SOUND, MATE

Fans of the original coin-op's sound will no doubt be chuffed to learn that the music is better than before and the game is now littered with clear digitised speech. None of that lisping nonsense here, mateys. Whilst the music isn't particularly different from that of the 16bit game, the samples have been lifted directly from the arcade machine and have been allocated more memory than was previously available to add clarity. Kahn has never sounded so good.

▲ ...Here's my handle, here's my spout. Tip me up and pour me out...

▲ The dangers of public barbers revealed in full.

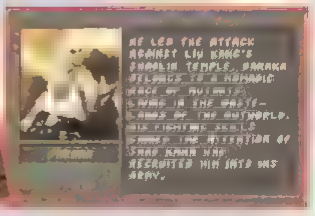
KOMBAT

NEW, IMPROVED...

Ok, so what's so different then? Well, in all honesty, at first MKII 32X doesn't look particularly different. However, after a while, little touches become more apparent — although it isn't until you look at this version and then look at the Megadrive game that you realise just how much things have been tinkered with. The main additions are a new front end ported over from the coin-op and missing from all home versions, and more colours throughout. Probe have also made use of an expanded palette to add more colour to the action, and have replaced most of the animation frames omitted from the Megadrive game — even the Toasty! Gonk is in colour now!

▲ Rayden demonstrates his new projectile turd Fatality. Ploo!

▲ "Have you ever wondered if we're the same sprite in different colours?"



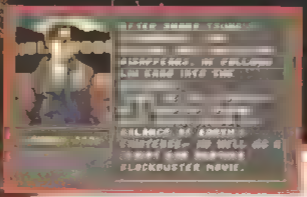
INTRODUCING...

Taking advantage of the extra memory available to them, Probe have included the intro sequence missing from the Megadrive game. Thus, for your entertainment, we are proud to present it in its entirety.

BARE NECESSITIES

In case you hadn't noticed, Mortal Kombat II was THE biggest game of 1994. A sequel to the dull Midway original, MKII featured more characters, more moves, and more detailed sprites and backdrops than before. The basic one-on-one scrap within a time-limit remained, but everything else was far removed. MKII also boasted an enlarged variety of Fatalities (the only interesting point of the original) with which to torment your foes. Similarly, if violent gore isn't your thing, the game also featured Babalities and Friendship moves which reduced your victim to a toddler or offered a peace offering. But you knew that didn't you? Can I go now?

▼ *Little does Jax know, but there's a turd in it.*



"Don't look at that up there you ungrateful sod..."

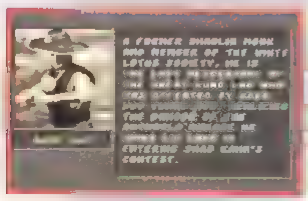
"A scene from 'The Two Ronnies', circa 1978.

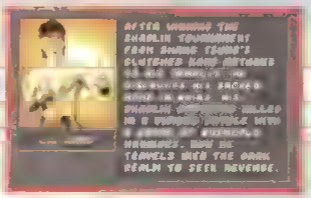
Rayden [illegible]

SUMMARY

GUS

Mortal Kombat II on the Megadrive runs a stupendous game, really taking the machine into areas where it should not be able to go. But some of our more petulant readers rang in with complaints about the most minor ommisions and details. Well this 32X version is especially for you, with love, from Acclaim. The graphics are as crisp as any home TV can give justice to, with a fluidity of animation that was slightly lacking from the 16bit version. The sound is also much clearer, and the added greens and speech go someway to adding atmosphere. I am a little disappointed that some of the more exciting enhancements rumoured for the conversion, Animalities among them, have not appeared. But this is still great, and if you missed out on MKII to get a 32X at crimbo, this is your chance to make amends.


A FORMER SHAOLIN MONK AND MEMBER OF THE WHITE LOTUS SOCIETY, HE IS [illegible] THE SHAOLIN TEMPLE AND THE SOCIETY. BY DOING SO, HE [illegible] THE WRATH OF THE SHAOLIN MONKS. [illegible] HE COMES TO ENTERING SHAO KAHN'S CONTEST.


AFTER WINNING THE SHAOLIN TOURNAMENT FROM SHANG TSUNG'S CLUTCHES KANO RETURNS TO HIS [illegible] TO [illegible] HIS SHAOLIN BROTHERS HIS SACRED [illegible] HE SHAOLIN [illegible] HE IS NOW [illegible] WITH A GROUP OF [illegible] MERCENARIES. NOW HE TRAVELS INTO THE DARK REALM TO SEEK REVENGE.

MILEENA
SEEKING OF AN ASSASSIN ALONG WITH HER TWIN SISTER KITANA, MILEENA'S [illegible] APPEARANCE [illegible] HER RIDICULOUS [illegible] AT SHAO KAHN'S [illegible] OF [illegible] HER [illegible] UNDERWORLD, SHE MUST PUT A STOP TO IT AT ANY COST.

COMMENT

STEVE

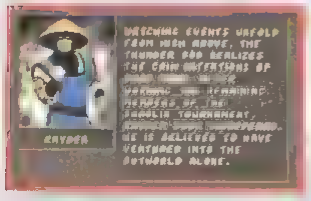
I have to say that my first impressions of 32X MKII weren't that favourable. There was I expecting [illegible] version with towering sprites and crystal-clear speech, and what appeared was something that didn't look that different from the Megadrive game. Thankfully, the disappointment didn't last long, as it is only when you hold the 16bit game next to the 32X conversion that the differences become apparent — a testament to the closeness of the original! In terms of graphics, the sprites are larger, more colours have been used and the backdrops boast more detail; whilst sound is clearer with crisp samples and music. The gameplay is identical to that of the Megadrive version in terms of content and, whilst not as fast as the Super NES version, is a little pacier than the 16bit game. In summing up, 32X Mortal Kombat II is as good a conversion as could have been expected. The differences may not be massive, but they do make for a smoother game and with playability a little faster than that of the Megadrive game this is a conversion improved in all respects. It ain't arcade perfect, but it's the best you're likely to get, and 32X owners needed a decent game after the recent drought. That being the case, Acclaim and Probe have certainly come up trumps with this.

JUGGLE COMBOS GALORE!

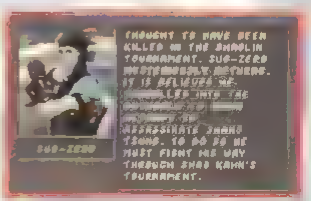
The most obvious addition and keeping this conversion extremely close to the coin-op are the 'Juggle Combos ' Fans of the coin-op were no doubt rather miffed when they realised the Megadrive game didn't allow them to piece together a series of moves to wipe out their opponents. Each character is capable of a variety of diffenng combos which can remove up to two-thirds of your foe's energy — our fave being Rayden's jump/Torpedo combo which is effected by standing as close as possible, hitting them so they fly into the air, before puling off one torpedo move, followed by another which hits them as they start to fall again!

MY, HOW YOU'VE GROWN

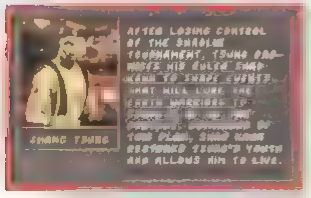
We've written so much about MKII in the past that we're starting to run out of ways to enthuse about it As such, we thought we d let its improved graphics speak for themselves. Shown here are a number of 32X shots set next to simi-

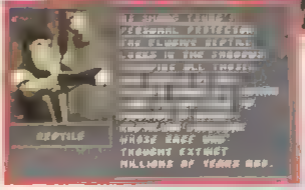

RAYDEN
[illegible] EVENTS UNFOLD FROM HIGH ABOVE, THE THUNDER GOD REALISES THE GRIM INTENTIONS OF [illegible] REMAINING MEMBERS OF THE SHAOLIN TOURNAMENT. [illegible] HE IS RELIEVED TO HAVE VENTURED INTO THE OUTWORLD ALONE.

SCORPION
THE HELL-SPAWNED SPECTER RISES FROM THE PITS. AFTER LEARNING OF SUB-ZERO'S RETURN, HE AGAIN STALKS THE NINJA BEARER FOLLOWING HIM INTO THE DARK [illegible] OF THE OUTWORLD SHAOLIN HE CONTINUES HIS OWN UNHOLY MISSION.


SUB-ZERO
THOUGHT TO HAVE BEEN KILLED IN THE SHAOLIN TOURNAMENT. SUB-ZERO MYSTERIOUSLY RETURNS. IT IS BELIEVED HE [illegible] LED INTO THE [illegible] BY [illegible] MISCHIEVOUS SHANG TSUNG. TO DO SO HE MUST FIGHT HIS WAY THROUGH SHAO KAHN'S TOURNAMENT.

lar Megadrive ones. See, there's quite a lot of difference each character s name has got a new tint for example You'll also notice that the fighters are considerably taller this time round and are nearly a th rd taller than they used to be, whilst the backdrops feature more detail - with more animation used to replace smal touches from the arcade game, including a fleet of flying monks next to the entry portal


JIANG TSUNG
AFTER LOSING CONTROL OF THE SHAOLIN TOURNAMENT, TSUNG DOMINATES HIS RULES CHANGING TO SUDDEN EVENTS.
BUT WILL LUKE THE EARTH WARRIORS TO



▲ *I'd like to see The Sixpack review that format, please!*

GRAPHICS

95

▲ Large sprites which make the most of the 32X's enlarged palette. Every aspect has been tinkered with, from the backdrops to the intro.

SOUND

93

▲ The samples have been replaced and are much clearer. The intro tunes and effects are stronger, too.

PLAYABILITY

95

▲ Faster than the Megadrive game and more playable as a result.

▼ Not as fast as the Super NES game.

LASTABILITY

93

▲ All the options have remained the same, so there are five difficulty levels and other ways to make things tougher. A new version of the ghost's in there, too!

VFM

90

▼ Only get it if you can sell your Megadrive version first.

OVERALL

92

Better in all respects, and the best conversion 32X owners could hope for. Bigger, harder and licks backsides in every department.

WORK IN PROGRESS

Addams Fam

"It's an Addams!". Ocean are rejoicing at their imminent Megadrive arrival, Addams Family Values, which has gone through a long, and sometimes difficult, labour. Gus checks out their new baby for any distinguishing marks.

It s been a year since the cinematic release of Addams Family Values, which MEAN MACHINES saw at a special preview screening courtesy of Acclaim. They helpfully provided conversions of Ocean s previous Addams Family game for the Megadrive and Game Gear both of which turned out to be work manlike, if uninspired platform games notable for their graphics and large playing area

Now Ocean have taken it upon themselves to see the game to the sequel through to the shelves, part of their industrious entry into the Sega market which began with Mr Nutz at Xmas and the clutch of previews you'll find in this month's special supplement

As much the home to the platform game as Wimpy is to the sesame seed bun, Ocean have dec ded to make a departure from their familiar genre and have constructed a birrova an adventure to tie-in with the second movie Keen players of games like Landstalker and Soleil, and those lucky enough to have experienced Zelda on the Super NES and Game Boy will instantly recognise the object and puzzle related gameplay

The programmers have attempted a religious conversion of Addams Family Values on the Super NES, with an identica game design and near-identical graphics. This has set inevitable programming challenges for Megadrive coders who are not provided with some of the custom graphics facilities found in the Super Nintendo's hardware. It doesn't seem to have been much of a problem, with the conversion looking as smooth as a Heineken Export ad at present, in the visual sense at least

With many of the graphics designed and in place, the main work now is to piece together a huge playing area, and to redefine the gameplay for the average Sega owner But the project is advanced enough for MEAN MACHINES to file this report, in advance of a full review within the next few months But whatever you may read — don't try this at home

PROJECT
ADDAMS FAMILY VALUES

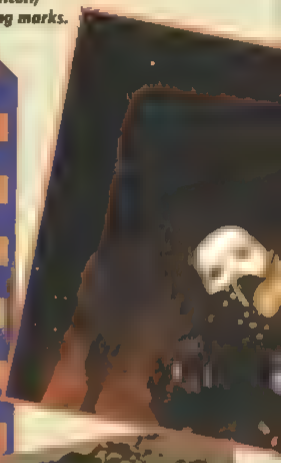
PUBLISHER
OCEAN

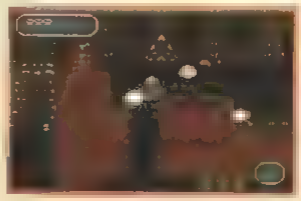
INITIATED
AUGUST '94

RELEASE
JULY '95

FORMAT
MEGADRIVE

DEVELOPERS
IN-HOUSE.



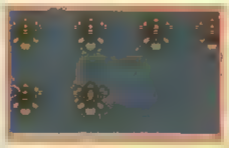


ily Values

NERYS HUGHES' WORST NIGHTMARE

The plot of the game [illegible] of the elements of the [illegible] like all, but the [illegible] of comedy. At the [illegible] the family, baby Pubert, [illegible] bundle of joy, [illegible] who seems [illegible] from Hell. [illegible] leaving a [illegible] estate [illegible] search of the child [illegible] control of [illegible] designed [illegible] Addams and [illegible] getting through [illegible] will require items [illegible] fetch-and-carry from location to location.

▲ Ocean are very fond of ice levels, so there had to be one.



A sprite design with a separately animated eyeball composite.

Games of this size require hundreds of sprite frames.

LORD OF ALL YOU SURVEY

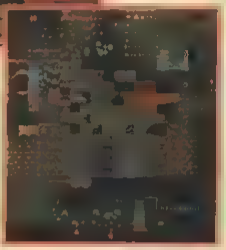
Eleven different [illegible] the game, all of them [illegible] plan perspective. [illegible] varied, [illegible] imaginative [illegible] Family [illegible] walking [illegible] ice-fields; [illegible] country gardens [illegible] game is spent [illegible] the appeal [illegible] The [illegible] is to [illegible] building [illegible] special [illegible] is the mist and [illegible] the Super [illegible] a lot of effective [illegible] Megadrive, and it's likely they'll be included in some revised form.

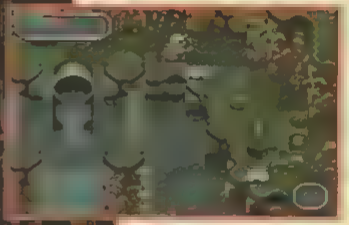
BATTERY BACK-UP

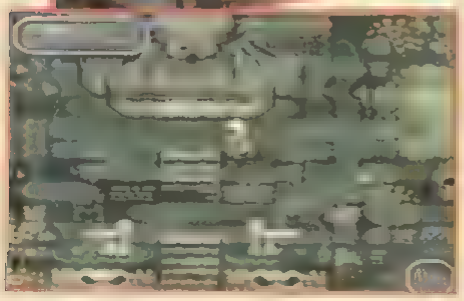
Creating a game adventure would [illegible] designed as an arcade/puzzle [illegible] sheet 'em up version to Pugsley's [illegible] [illegible] (Dubbing [illegible] The [illegible] weapon [illegible] tion. Lightbulbs drawn from the zapper's power to create a ring of light to [illegible] pitch-black areas of the playfield.

NERYS HUGHES' WORST NIGHTMARE

The plot of the game [illegible] film. Okay, not exactly, [illegible] collection of assorted [illegible] At the heart of [illegible] Martick [illegible] bundle [illegible] turns out [illegible] the bad [illegible] Unde[illegible] their [illegible] trial of [illegible] with the [illegible] and [illegible] Some [illegible] game map, which [illegible] fetch-and-carry from location to location.







▼ *Large 'planters' of background blocks form the vasis of the maps. On the left, a finished screen.*

IT'S A JUNGLE

The [illegible] tasks in a game of [illegible] a solution [illegible] to test [illegible] re-greenhouse [illegible] the game [illegible] It's [illegible] puzzle [illegible] advice [illegible] even be [illegible] Ocean have [illegible] with Pa[illegible] and more [illegible] Games, Martick[illegible] to be [illegible] get a lot [illegible] which are [illegible] the Megadrive [illegible] good game map and plot. The hardest graft for the game was done by that poor Super Nintendo team. Cheers, lads!

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[illegible]	[illegible]
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[illegible]	[illegible]
[illegible]	[illegible]
[illegible]	[illegible]
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[illegible]	[illegible]
[illegible]	[illegible]
[illegible]	[illegible]
[illegible]	[illegible]

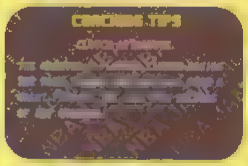
PREVIEWS

Barely has the frenzy of Megadrive basketball games died down before it goes and blinkin' well starts up again. Not that we're complaining mind, because this time the culprit is none other the Crown Prince of Basketball Games, the High Priest of Boom Shakalaka, the Dunkin' Daddio of the Downtown Dribblers. It's NBA Jam, folks! Only this time, it's strutting its stuff under the mysterious moniker of Tournament Edition. It can only mean one thing – in time-honoured tradition they've gone and updated the thing.

Yeh, yeh, we know what you're thinking. You've seen these updated game shenanigans before. John Madden Football, FIFA Soccer, NHL Hockey, even Pele 2 was rumoured to have surfaced, although we don't like to mention that one for fear of contracting the pox. Well, don't go casting any judgements on NBA Jam Tournament Edition, because this one promises to be more than just another run-of-the-mill console sequel. This is, actually a conversion of the four player Tournament Edition coin-op. Oh yes.

Tired legs? Hey, simply put a different player on. It's easy.

Barbara Windsor makes a surprise appearance (not pictured).



STATS ENTERTAINMENT

have been revised. What's more, each team now has between three and five bench members, all with individual stats for power, blocks, steals, clutch and passing. These players can be changed around throughout the game and a great thing because

cally means that the more each player gets tackled and knocked over, the more injuries they sustain and the weaker their stats get. If a player gets too badly battered around, they end up almost useless.

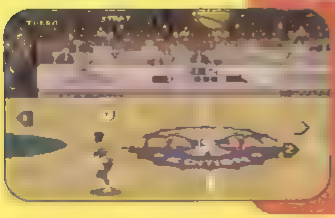
TOO HOT TO TROT!

"Hey buddy, did you drop a beige lozenge with a big letter B on it?"

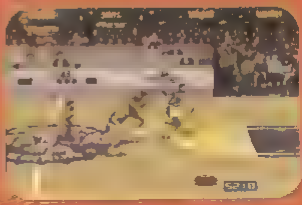
The ill-fated 'limbo tackle

"Boom Shakalaka!"
"Don't you mean Boom Shakalaka?"
"No, I read Sega Power's crap stickers."

EXTRA JUICE



Nope, no monkeys on the floor here...



NICE AND SLEAZY

He's a happy chappy, but he's not a secret chappy. No no.

A secret character perhaps? Nope, just a scary fellow.

I HAVE THE POWER!

And when the music stops...

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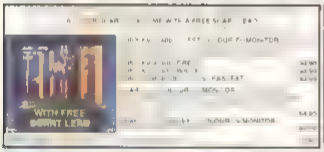

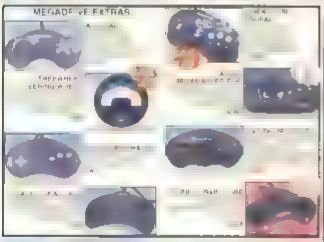

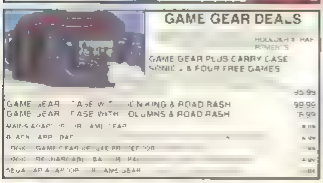

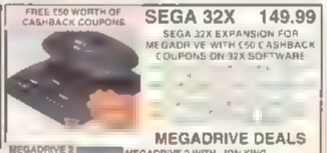

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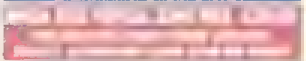

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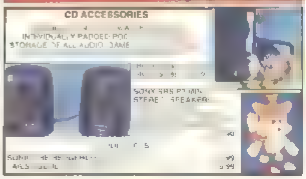
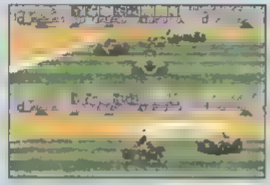


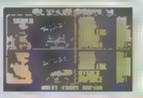
STREET RACER...

BEAT TH

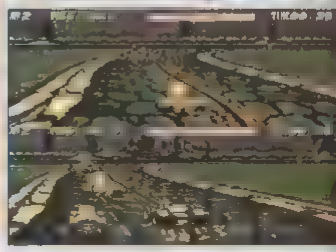
Christmas was cancelled at Vivid Image, the programming sweatshop behind Ubi Soft's first Megadrive release, Street Racer. Well, not quite, as supremo Mev Dinc allowed the project's coders to nip off for the odd orange juice with their families, but work on the prestige project has continued unabated from our exclusive Work in Progress two months ago.

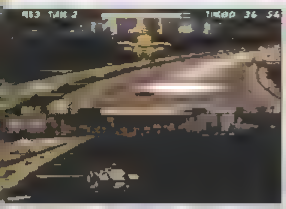


Since then, so much work has been done of the game, that Ubi Soft thought we might want to have some more exclusive pictures for the preview, as the game is nearing completion to meet its March deadline. The basic go-karting action remains true to the earlier version and that of the SNES game, which is a relief, as we've been waiting for a Mario Kart beater for the last two years. The biggest change has come in the presentation of the tracks, and the detail of the graphics.

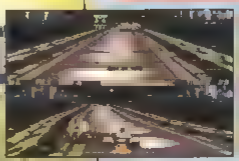


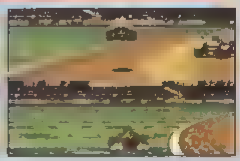
With the first version, Vivid Image had achieved remarkable amounts of details on the tracks, the normal blank racing surfaces of games from Nigel Mansell's to Monaco GP updated with textured backgrounds and parallax scrolling. However, the discovery of a new method of graphics manipulation, perfected over the aforementioned festive season has reaped remarkable awards. The screenshots set before you, represent a Street Racer travelling at the same speed and smoothness as before, but with tons more detail. Programmer Stefan Majoram admitted to being a bit embarrassed with horizontal stripes used before on the roadside, as they are a poor driving game cliche. They have gone in favour of detailed textures that use up to 84 colours, far in excess of the expected 64 colour limit the Megadrive imposes on mere mortal programmers. Nearly all the other objectives have been reached. The game now plays in the split-screen four-player mode, and it has been possible to incorporate the playback feature that reruns the entire race, with all four players in charge of their own personal playback, from any car and two camera angles, a feature still to be added to the soccer sub-game. Ten special starts have been incorporated as have the bonus points, which are awarded for exceptional play — fastest laps, most combattive player etc.





E TRAFFIC!





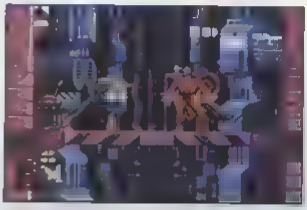
X-MEN II

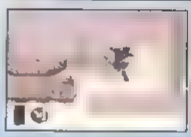
Forget the Power Rangers, please kids, don't. There's only one team of bendable action figures you should trust to be your band of crime-fighting super heroes, and they're the X-Men. Sega were quick to realise the potential of the Marvel comic heroes with a tasty but not quite up to the mark platformer of a couple of years back. Since then, Acclaim amongst others have picked up on mutant appeal with a X-Men adventure guest starring Spiderman and a dedicated Wolverine game that scored highly in our pre-Christmas issue.

But to the substance of X-Men 2 which, on initial inspection, looks much like the first game, a four-way scrolling platform beat 'em up. However, keeping to the unpredictable and ever changing nature of the comic series, the names and faces have changed from the first game. The core characters of Wolverine and Gambit are retained, but a wider selection of Xavier's team and a more expansive repertoire of their individual moves have been incorporated, one example being a much more effective ruby laser for Cyclops. You'll find the massive Colossus, Polaris and Magneto included as player characters, plus the amazing Beast, who was one of the original Marvel X-Men way back when, oh, your granny still had her own teeth.

Created from a whole new game engine, X-Men 2 boasts loads more levels than the original, larger layouts and graphics of infinitely better quality. The player sprites are particularly impressive in design and animation. Several nifty special effects have been used, including a blinding blizzard on the very first level.

With the final inducement of a two-player option, X-Men 2 is not merely a sequel in the conventional sense, but a new game in the same mode as the original. If this report catches your fancy, watch out for an imminent review.

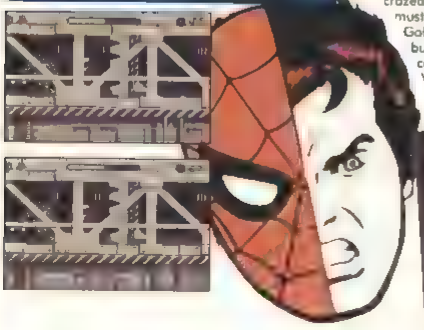


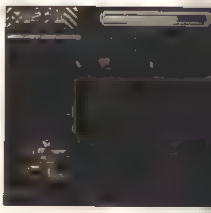


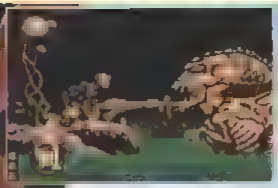
With comic book superheroes literally queuing up to debut on consoles, Spidey can only be described as an old pro when it comes to this game. Lately, however, the web-slinging hero has been undergoing something of a facelift à la Batman The Animated Series. In preparation for his all-new animated antics, the new-look Spiderman has been scooped up for the Megadrive in the ultimate battle of the Marvel superstars.

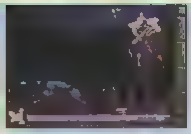
In the forthcoming console appearance, courtesy of Acclaim, Spiderman is coaxed from semi-retirement to deal with a mass breakout of super villains from the high security installation, the Vault.

Charged with the responsibility of returning the crazed miscreants back behind bars, our hero must swing his way through the lairs of The Goblin, Dr Octopus, and Lizard, to name but a few, battling cohorts to the final confrontation with his mighty arch-rival, Venom.

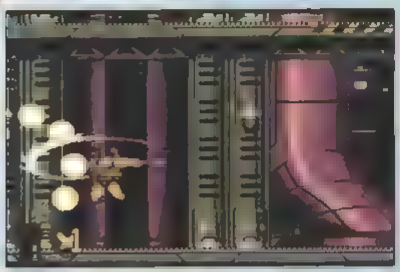




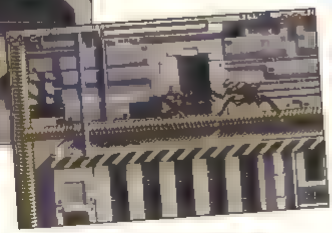




It's Magneto and his amazing cuban heels.

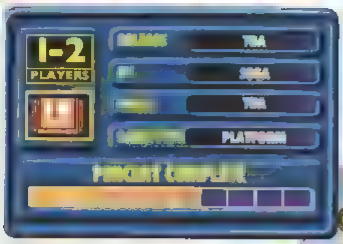


SPIDER-MAN

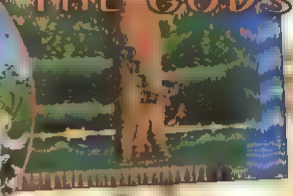


FAN-TASH-TIC!

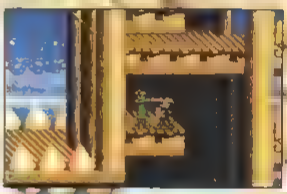
Spidey's web jets have served him well over the years. Many's been the time when, cornered by baddies baying for his blood, a quick flick of the wrist has whisked him to safety. But times change and weapons become obsolete. That's not to say that Spidey turning in his web shooters? Au contraire, he is merely adding to his firepower by packing a Fantastic Four call-out grenade! Once activated, Mr Fantastic, The Invisible Woman, The Human Torch and the Thing, all jump into action to remove any enemies foolhardy enough to stand in their way.



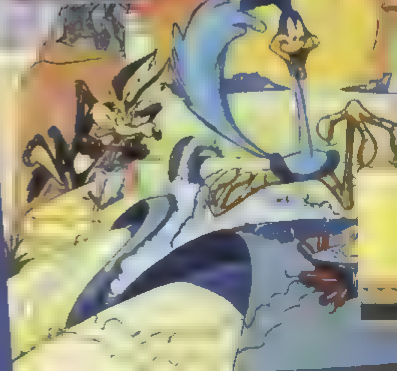
ASTERIX
POWER OF THE GODS



Swimming suits are just vests (wait, pop one with a blow dryer!).



Sacre Bleu! Is the arrivé of yet another Asterix title part of a Froggie video games invasion plan? First Infogrames pop up with Dutch faves the Smurfs, now this. Maybe that Channel Tunnel wasn't such a good idea after all. Actually, the Asterix concept is the work of some Belgians, but they've been sucking up to the French for years anyway. In any case, it's a platform game, d'accord? Starring the resolutely moustachioed hero of Gaul, defying the might of the Roman Empire, Asterix: Power of the Gods is a jaunt through the territories of the popular graphic novels, from humble peasant settlements to the fortresses of the Empire and even the Emperor's seat of power in the Capitol. Along the way Asterix, accompanied by his fat mate Obelix, knock seven bells out of copious legions of sandalled troops with the aid of Getafix's magic potion. There are masses of colourful locations to explore, lending the game visual interest at the moment — much of the gameplay is at an early stage of development, so it's impossible to guess how Asterix is going to rate. Asterix is planned for an early Spring release here, and although not Sega's highest profile release of 1995, it should find favour with dedicated fans of the Gollancz books. As the continental coding team work towards completing the project we're preparing for a review soon.



ROADRUNNER

GET YOUR SKATES ON

In the course of Road Runner, you'll find yourself in possession of many of ACME's finest boxed products, which are put to use in your endless pursuit of that bird. Rocket skates, spring shoes, catapults and cannons are dotted around the landscape. Sections of which, make the game a graphical rip-off of the same level from Virgin's Aladdin game. Programmers with a sense of humour, eh?

ATP

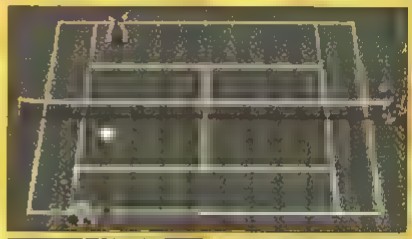
The tennis season may be short lived in this country but the releasing tennis games season now seems to run throughout the year. The latest to join the rankings is Sega's ATP Tour, an American based tournament of the Royal game, appearing in the period when Barley Water sales are at an annual low. Adding the adjective 'all-new' would not be strictly accurate as Sega admit the game is an update of their previous Wimbledon tennis game of almost two years vintage.

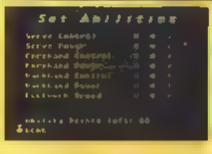
But they hasten to add, it does contain loads of new features. ATP Tennis has been designed in the light of the stats craze that obsesses most sports game buyers in the States. It's just not patriotic to buy a game which doesn't list every imaginable performance detail of the entire professional circuit for a sport.

For ATP tennis this means details on all the areas of play, from general abilities of speed and accuracy, to breakdowns of certain shot styles. Authenticity is also a key feature, with all the real tournaments of the American tennis circuit included.

There's a mind blowing selection of players, all with digitised pics, and a clever feature allowing you to mix famous veterans with modern stars in your doubles selection. The game itself plays at a reasonable pace, and the emphasis is on a simple and responsive control system.

ATP Tennis is not short of competitors in the field, unlike Wimbledon Tennis which was pretty much Hobson's choice when it first came out. The upcoming MEAN MACHINES review will reflect that, in the light of Pete Sampras, Davis Cup Tennis et al.





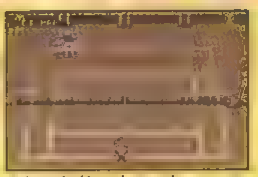
NFL QUARTERBACK CLUB

▲ Cinders, that's a boring pic.

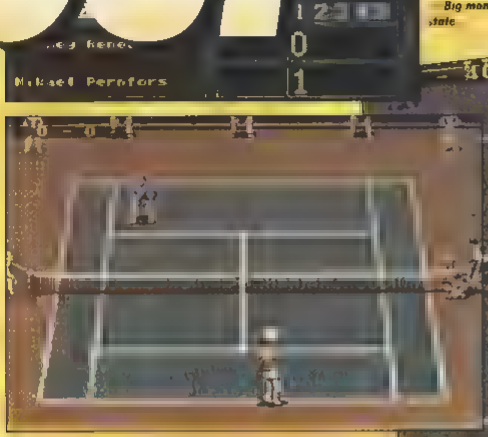
The American equivalent of British strikers, the Quarterback is the lynchpin of an American Football team. Expert runner and marksman-like thrower, the Quarterback is entrusted with the job of throwing the ball to the Wide Receivers way up in the opposition's end in hope of scoring a touchdown. In recognition of the Quarterback's role, and in an attempt to make a clean break from the standard Madden offairs, Acclaim have developed the most extensive football game to date. With no less than three play options, does this bode well for the run-of-the-mill sports sims? Find out in our full review coming soons.

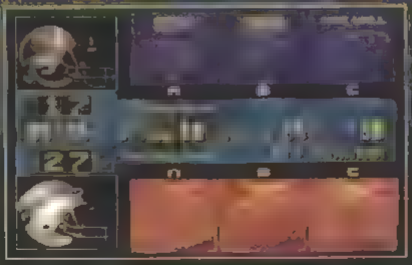
tour

Big money to be had in the sunshine state



Tanned athletic physique does not spring to mind





Looks quite smart, doesn't it?

THE GRIDS

Not one, but three features are included in the package designed to hone your skills as a console quarterback. Through the training, actual matchplay, and on to the dizzying die closing minutes situations, success lies in your hands. Let's take a peak at the different disciplines.

QUARTERBACK CHALLENGE

In the Challenge it's back to school. After selecting your player, you can practise your skills in Accuracy, Distance, Speed and Mobility, Read and Recognition. All of these events require precise targeting of the throw bar.

SIMULATION

A completely novel concept, the Simulation puts you in control of up to 30 crunch situations. You know the situation, it's the closing seconds of the game — the decision is to which play you go for. Taken from both past and future(?), there is only one correct solution to saving your team from relegation.

PLAY NFL

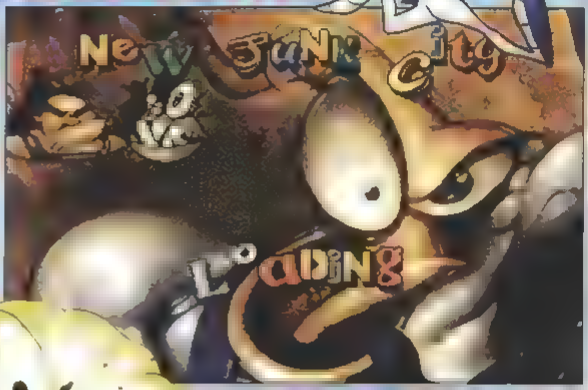
Having mastered the playing skills at school, you're going to want to put them into practise. The Play NFL option allows you play the game proper with all of its options, teams, and seasons.

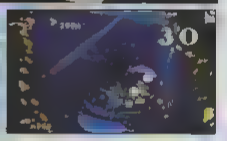
EARTHWORM JIM SPECIAL EDITION

It turned out to be a bit of a pink Christmas Fuelled by provocative 'Ooo-er missus' billboard ads, and a bit of press controversy, Virgin's Earthworm Jim put on a good show in the software charts. Credit where credit's due, of course, the game itself was excellent, and nary in need of improvement you might think. Dave Perry's Shiny Entertainment mob beg to differ, and have produced an enhanced 'Special Edition' of the game exclusively for Mega-CD owners

For those of you who 'have just joined the show Earthworm Jim is a spiffing platform adventure, featuring the battles of a space-suited garden creepy crawly against a demented pathological cartoon bird called Psy-crow. The gritty challenge posed by some fiendish level layouts is offset by the humour and virtuoso programming throughout

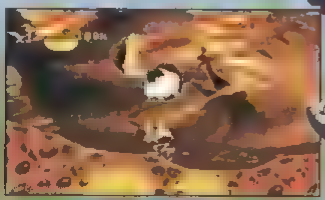
The Special Edition is not a vast departure from the original, and should appeal most to those who missed it first time around. An all-new CD soundtrack and opening sequence have replaced those of the cart version, plus new hi res loading screens (to accompany the dubious enhancement of loading separate stages)



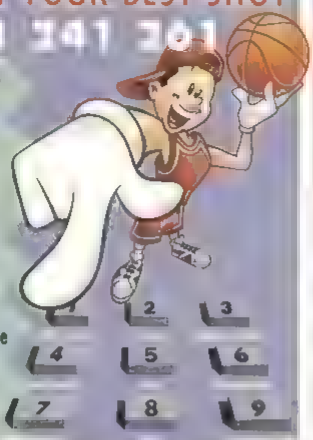


There's some more meat to the game, too. Some levels have been augemented with new areas, new hidden zones, and a whole new area has been tagged onto the end of the game, with distinctive puzzle gameplay of its own. You lure a variety of worm-hungry creatures through a set of mechanical contraptions. The new graphics and animation match the high standards set by the rest of game

Shiny have also taken the CD version as a chance to tweak the gameplay and character control, hoping to make this the most playable format of the game so far. If that's the case, it's going to be pretty sensational to top the 94% rating as awarded to the cart game. Catch the next MEAN MACHINES and find out



GIVE IT YOUR BEST SHOT



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PAUL'S TIPS

As promised last month, Paul's Tips makes the first tentative tiptoe into the next generation with a topper step-by-step guide to finding the secret bonus level 17 in 32X's virtual hell Doom! What's more thanks to some highly excellent tipster action we have the complete set of codes to both Mega Bomberman and Ecco 2: Tides of Time. Top these with a helping of the final part to the Dynamite Headdy guide, and a total guide to the totally excellent Cannon Fodder, and there you have it — a taste sensation to the Nth degree! Keep those tips flying in to: JUST ONE MORE LUMP OF COAL FOR THE FIRE, LORD EMAP, PAUL'S TIPS, MEAN MACHINES SEGA, PRIORY COURT, 30-32, FARRINGDON LANE, LONDON, EC1R 3AU.

SPARK

HARD MODES

If you cast your minds back to last month you'll remember the first part of the Sparkster guide. This month the fine tradition continues with the passwords to the first four levels of the Hard and Very Hard modes. Tune in next month for the solutions to the last levels for each of the difficulty settings.

MEGA BOMBERMAN

...s salvation for any Bomberman victims of the ... couple of post Chrimbo weeks comes fro... ninja bomber himself Billy 'The Whizz' ... mington (any relation to the head of MI5? ... Doncaster. Check out this extensive stock... ...s to every level in the game

LEVEL	PASSWORD
1	START
2	6800
3	5120
4	7420
5	1961
6	2731
7	5571
8	1051
9	9799
10	4502
11	8112
12	7422
13	1052
14	3352
15	9643
16	05 3
17	9723
18	3353
19	5653
20	6264
21	6344
22	9184
23	5654
24	7954
25	0615

EARTHWORM JIM

CODES UPDATE

Last month these hallowed pages printed the Level Select and Level Skip codes for the boy with the cybernetic war suit, but recently word has reached me of an additional code that allows the player to fully recharge Jim's energy one time per level. Simply pause the game and tap in LEFT, RIGHT, A, B, C, LEFT, RIGHT, and A.

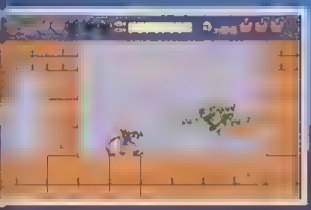
SONIC AND KNUCKLES

ACTION REPLAY CODES

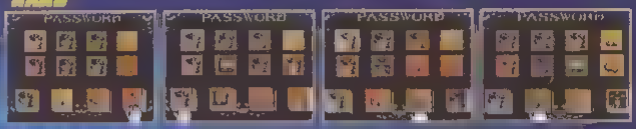
Now it's not often that I print Action Replay codes, mainly because they're a sod to check, but in the case of Sonic and Knuckles and the absence of any other cheats here are the codes from Steven Sibald of Warrington

FFFFE00001 LEVEL SELECT
FFFE090001 — DEBUG MODE
FFFE120009 INFINITE LIVES
FFFE180099 — INFINITE CONTINUES
FFFE24000F INFINITE TIME

KSTER ADVENTURES 2



HARD



VERY HARD

LEVEL ONE LEVEL TWO LEVEL THREE LEVEL FOUR

DOOM

SHORT CUT TO BONUS LEVEL SEVENTEEN

Gavin Symes from Cardiff kicks off this month's proceedings with an in-depth guide to skipping from level three to level seventeen of the 32X, Doom. Allegedly all you have to do is start from the beginning of the game as normal, finding as many of the secret rooms and goodies you can. But once you get to level three, follow these straightforward directions. Open the [illegible] with the acid pool in the centre. Move around the room killing any enemies and stocking up. In the next room, go up the stairs on the right and take the first turning on the left down the steps. Search the room for the switch and activate it. Go back up the steps and turn right to the door you came through earlier. Turn right around and opposite the door between the two windows there should be a new opening to a new room. Go up the new steps and step once you reach the top. Now turn right and walk slowly. You will hear the noise of a door opening — this is in fact a wall blocking a [illegible] and pick up any useful objects, including the yellow key. Return to the entrance and look into the room.

At this point you must get ready to run round the right-hand side of the corner, setting off a piece of wall that lowers to form a lift. At the top of the lift a door opens in front of you. Walk forward through a passage taking you to a room with two pillars and a pool of acid from underneath the wall. To the right a trench is visible; jump in and walk through the gap. In here you will find an island with a switch and some power-ups. Hit the switch, but before you go, open the secret door on the island (it's the odd coloured wall). Go into the new room and climb on the lift up to find another lift to lead you down to the area where you encountered the first switch. Climb the stairs to the door to the first room. Now where there was once a large drop and pool of acid, you will find a bridge to a secret passage. But beware as the room at the end of the passage opens onto a series of attacks from hell's minions. Once dispatched, another and final passage gives way to an alternative exit to the bonus seventeenth level. Phew!

CHAINSAW MASSACRE

Doom's most prized accessory has to be the chainsaw weapon. Go to level 2. After collecting the red key and exiting the first room turn right and pull the switch in the slime room. Return and enter the new area that has opened up. Search for an area where the lights are flickering. When you see a green armour pick-up, shoot the wall behind it. Enter the passage and walk upstairs to a room with a switch. Pull this to lower the pillar holding the saw. Collect and Enjoy.

URBAN STRIKE

Oops! [illegible] printed twice. Sorry and all that, and here's what you [illegible] needless to say we've slapped the chimp in charge of the potato printing kit...

CASHIER BOOTH

Casino punters are being held in one of the cashier booths Shoot the booth when the light is off and save the day

HIGH ROLLER

Malone's floosie is in the casino VIP suite, she will know the location of the secret entrance to Malone s underground bunker Go to the VIP entrance and make your presence known Take out the guard before interrogating the high roller

ROOFTOP GUNSITES

Those pesky turrets must be destroyed, firstly because they hurt, and secondly because one hides the shuttle car that will take you to Malone's doorstep Top hint try the bottom left booth

CAMPAIGN TEN: UNDERGROUND (W7X9NB3XLDD)

If you've got this far, then there isn't much you won't already know Use your skills to go through the missions one by one, but don't get carried away and lose your head Above all use your weapons and fuel wisely as they are in very short supply Good luck pilot, you re gonna need it! Mind you, funny how they got that helicopter underground

CLEAR ENEMY WEAPONS

To make your passage to Malone a lot easier, an essential objective to remove the enemy weapons Keep an eye on the info screen for the updated locations of the forces. A couple of rockets should deal with the hardware

ENEMY BARRACKS

Like the big chickens they are, Malone's tough guys are hiding away in their supposedly bullet proof bunker Hit it with some missiles and watch them run!

CENTRAL CONTROL

Locate the banks of computers and scien-

tists, and teach them the errors of their ways You have to take out all of the consoles to ensure Malone's tools of destruction are helpless. Pay particular attention to the snipers hanging around as some have bazookas

LASER CONTROL

The large metal construction near the control centre houses the giant laser Malone has been using to terrorise the world But before you can hit the laser, the control must be put out of action Hit the bank of computers nearest the bunker

LASER LASER

With the laser defences down, go for the steel housing and expose the laser to the world

MALONE BUNKER

Quite possibly the most heavily-guarded bunker in the game, but nonetheless vulnerable to your attacks. It will take a few hits, make sure they count as the ammo supply is very low

THE END?!

Ha, ha! Now you've got him. What! He's wired for sound! He's going to blow you and the mission from the sky! The only solution is to drag him kicking and screaming over to the laser and fry him on it. Congratulations' you've just saved the world from total destruction. Time for a nice cup of tea, as Pauline Fowler would say to Arthur – but not for much longer mind!

ECCO 2 TIDES OF TIME

LEVEL CODES AND SECRET CODES

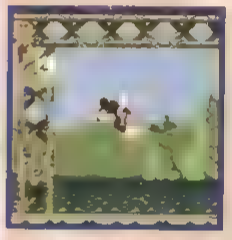
Apparently dolphin [illegible] a wide [illegible] caught in [illegible]

LEVEL	EASY	NORMAL	HARD
CRYSTA[illegible]			
FAULT [illegible]			
TWO T[illegible]			
SKY W[illegible]			
SKY T[illegible]			
TUBE [illegible]			
AQUA[illegible]			
SKYLA[illegible]			
FIN TO[illegible]			
EAGLE[illegible]			
ASTER[illegible]			
MAZE [illegible]			
FOUR [illegible]			
SEA OF[illegible]			
VENT [illegible]			
GATEW[illegible]			
MORA[illegible]			
THE EY[illegible]			
BIG WA[illegible]			
DEEP [illegible]			
THE M[illegible]			
SECRE[illegible]			
LUNAR[illegible]			
BLACK [illegible]			
GRAVI[illegible]			
GLOBE[illegible]			
NEW M[illegible]			
VORTE[illegible]			
HOME [illegible]			
EPILOGU[illegible]			
FISH CITY			
CITY OF FOR[illegible]			
SECRET PASSWORDS	ARGUNDOA	OAJDRIBA	ARDNPGHA ULALVLEA

MICKEY MANIA

LEVEL SELECT

Last month we had a top hidden room, but this month we go the whole hog, so to speak, by releasing the level select cheat First off you must go to the Options screen Enter the Sound Test and switch the music to CONTINUE Now change FX to APPEAR, and follow this with setting speech to THINK Exit the Options and hold LEFT for five seconds If you've done everything correctly a noise will sound and the level select will appear



MASTER SYSTEM

THE LION KING

Stop the presses! We have a Master System tip! Long gone are the days when the Master System tips used to flood through the letter box, but thanks to Virgin's Lion King Master System owners out there can keep on tipping James Tuck from Bury St Edmunds informs me that if you roll the D-pad on the ©Disney/ ©Virgin Interactive Entertainment screen, you should hear a bleep when the Virgin logo appears. When you start the game, a level select will appear

GAME GEAR

THE LION KING

LEVEL SELECT

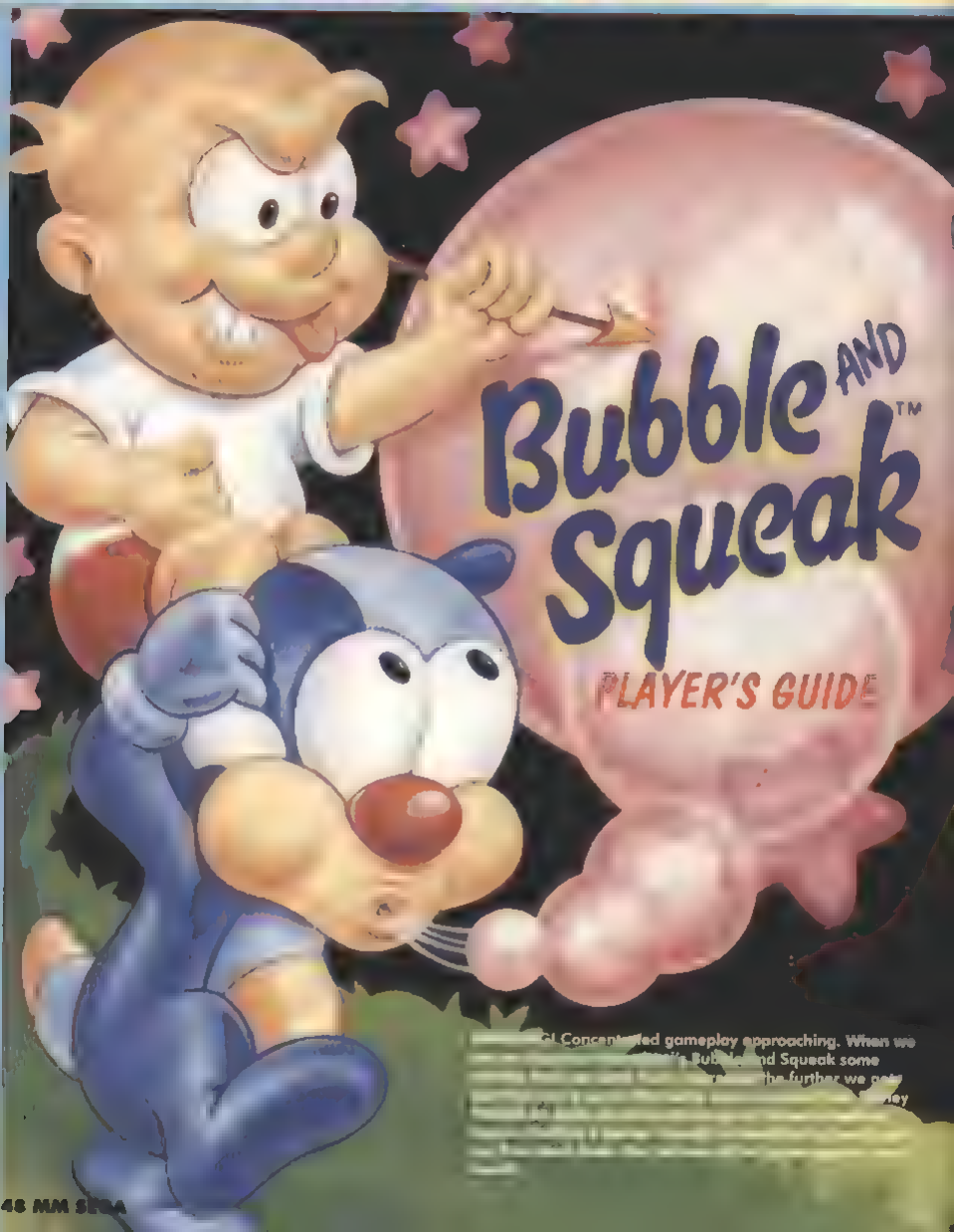
A second helping for Simba, but this time on the Gear To go to the Level Select, wait until the Sega logo has faded and rotate the D-pad in a clockwise movement, pressing buttons 1 and 2 and START twice. When you enter the Options screen a Level Select option will appear Thanks to Michael Jelves from Rayleigh in Essex for that tippet.

BUBBLE AND SQUEAK

LEVEL CODES

A totally cute, but totally tricky little number, Bubble and Squeak is bound to have some of you writhing in frustration. Not to worry as the very helpful Wayne Ennis from Liverpool has some codes to push you past some of the trickier levels

RQCRQBPT
NHHDHHBH
QOFLLMMP
NNBNNDYY
MNLLMNNL
WTSFFHGW
PPGOMPFP
SDFSDFPH
RGMSPSDY

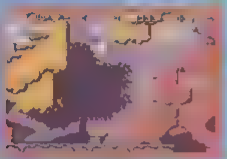


...Concentrated gameplay approaching. When we ...'s Bubble and Squeak some ...the further we get ...ay

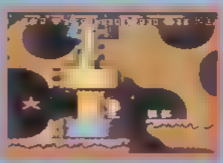
KEY GUIDE

NEVERGLADES 1

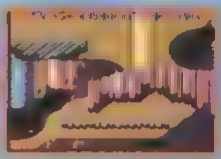
Kill all the baddies on the bottom platform level for coins. Find the gum jar and use, then ride bub along to the platform on the left beside the half pipes and perform a throw. Get the spring and take it to the bottom level, and jump to the hidden stash of gems (pic). Next kick bub through the half-pipe layout. Go back to the bottom level, take bub to release the captive and exit.



Get three coins first. Collect bub and move right to guide him to the second platform. Take the lift to the gum jar and use. Ride bub to the second lift and leave



underneath. Get a throw up and walk right to gem area (pic) and bubblecar token. Go back and collect bub, ride the lift and kick him through the half pipe. Get a throw up to free captive. Stand bub on the third lift and pull the switch.



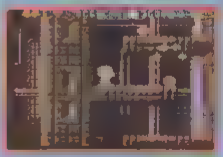
the upper level and take him to the half-pipe circuit on the left-hand side. Kick him through from the left, then climb up and right to locate him near the lift switch. Go up alone to get the spring, then take it to the platform underneath the exit and bounce. You can enter an area with the captive (pic). Return to Bub, take the lift and exit.

Get bub, go right, kill baddies. Kick him round two sets of half pipes. Make him throw you to the left-hand platform and bring down the lift for you both. Take Bub as far right as possible, jump down and left to get car token and extra life. Bub should join you. Bring down spring from top right area to bounce him across barrier (pic). Kick him around the half pipe, collect spring and mount stairway to platform on other side of lift switch. Spring over and rescue captive to left. Return right, use lift and exit.

Collect Bub and guide him right and up. Kick him round the half pipe to the gum jar. Ride him to

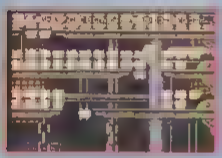
Go down to the bottom level and get coins from baddies. Climb to the top and round to the left for bub. Kick him through the half-pipes, then get into position beneath the extra life and jump to stop the flying bub (pic). Get a throw to reach the life. Take bub to the left and knock him through the half pipe circuit again. This time stop him on the lower section of the level. Lead him to the gum jar and use. Both of you now go collecting gems and then drop him near the exit, jump to the platform above the exit for the car token and captive.

Simple. Take Bub up to switch level, then kick up the first half-



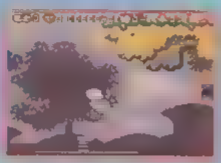
pipe system. Climb up with Squeak and get the car token. Repeat for the second pipe system and climb up, watching for the spiders. Lead bub to the exit and release the nearby captive.

Kill the baddies on the bottom level. Go right and use springs to get the gems in the top right area (pic). Bring the springs back down from top first and stack them upon each other near the gum machine, by releasing them as you bounce. Jump onto the highest spring to reach an area of baddies and the captive. Use the gum jar to join with Bub and head for the exit together.



Get Bub then run along the ledge killing baddies as he runs scooping gems on the bottom level. Leave him to get the pot from the right. Bring it down to the set of ledges holding pots and get each in turn by stacking them. Now take all the pots up to the gum jar and stack them on the gold platform to the right. Get the car token. Go back for Bub and leave him at the gum jar. Jump on the stacked pots to reach the captive, using the spring to escape. Restack the pots for you both to get to the exit.

Throw the pot into the sludge as a stepping stone. Get the car token, then take the springs back across and bounce up to the second level carrying one. Use it to collect the gems and the spring from the platform above. Take a spring down to bub and use the gum jar, then both of you spring up. Take bub near to the exit and leave him. Go back and get the spring, taking it to the original spring site. Use it to free the captive.

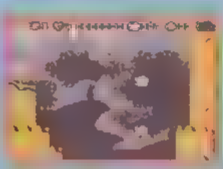


Ignore the pots, as they are a red herring. Collect bub and have him throw you up to reach the baddies. Collect coins and use them in the gum jar. Travel left across the sludge together, the jumps need to be pixel-perfect and the jump button held for maximum distance. Jump on the elephants backs to collect all the gems. You will need almost all to free the captive. Leave Bub near the exit as you free him and get the car.

Use the pots as stepping stones on the sludge. Jump up and use the fire switch repeatedly until empty. Get bub and jump on spring to get him over the wall. Then leave him as you collect both spring and leave on the other side of the sludge. Get the spring from above and stack it. Go back for bub and bounce him onto the springs to reach the high platform. Take him to the second fire switch and leave him. Go off and collect gems from the upper areas.

Now use the switch until done. Take bub and a spring down and go far to the left. Kick him into the half-pipe circuit. Take the spring back and use it to reach the green platform. You have to stop Bub flying by timed jumping (he passes about every 10 seconds). Fire him to the right. Now jump on the spring to the right to get through gap and fall to lower area of the level.

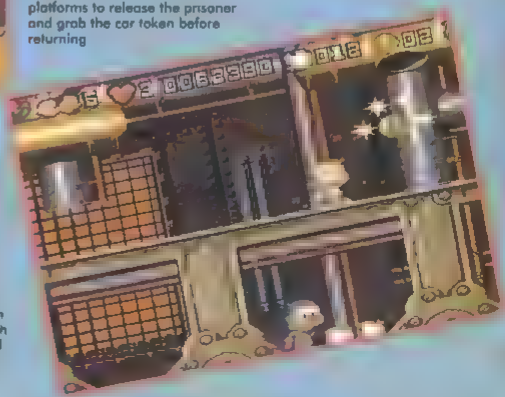
Jump up to use the final fire switch. Now make your way along this top platform killing baddies. When you find Bub, use the adjacent gum jar and tap the jump button to make him fly. Collect all the remaining gems in this area and the one above. Go up the narrow shaft to find the captive, car and exit.



Take Bub to the end of the starting platform. Get him to throw you up to collect the pot. Bring it back, then kick him through the half-pipe while you use the pot. Collect Bub and take him to the gum jar. Together go up and right on the moving platforms. Leave Bub beside the exit, while you travel back to the left on the platforms to release the prisoner and grab the car token before returning.

A chance to rack up massive gem bonuses. Take Bub to shaft. Have him throw you onto the lift switch. There is a hidden room a small jump to the right, which contains an extra life. Go back and get the lift. When Bub is standing on it, get him to throw you just before it passes the mid-level platform. Push to the left and you land on a small ledge. Above this is an Aladdin's cave of gems and another extra life. (commit suicide to restart the level and gain infinite lives).

Next, get bub and walk him to the far right of the level. Kick him up the half-pipe. Climb up and take the auto moving lift. Bub has moved some distance. Use the pot to reach higher platforms. Release the captive and walk left across baddie-infested areas. When you find Bub, kick him through the half-pipe, first up to the dead-end, then use the pot to climb up and knock him through the other way. Walk right to collect the car, taking the pot with you to reach the exit platform.



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DYNAMITE HEADDY PART 2

This instalment concludes our Dynamite Headdy guide started in issue 27, and delayed last month by space restrictions. All you lucky receivers of Dynamite Headdy over Christmas could be needing some help on those tricky later levels. Here they are with as many secret bonuses as we could lay our eyes on, plus that invaluable level skip reprinted for true desparadoes.

FLYING GAME

This is the first of three forced-scrolling shoot 'em up levels that change the pace of the game ent rely. You have the choice of three firepowered heads, each of which have a place of optimum usefulness

BIPLANE HEAD

It has two features, a w de-angle three-stream fire attack covering a large area, and it's the only head that can fire in reverse. The disadvantage is its low shot power

BIRD HEAD

It has the most intense fire stream, a torrent of little birds

However, the stream arcs downwards, leaving you vulnerable to attack from above or the same eve·

LASER HEAD

The most powerful shot power head, the laser comes in a single stream. Making it the preferred option for heavy targets, it leaves Headdy vulnerable to attack from behind and requires him to be on the same level as the foe

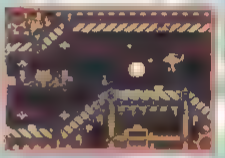
Pick up the biplane head to dea first with the vertical rockets, and then the bombs which encircle your ship. Shoot a gap in front of them, then escape the ring before it closes in. Change to the laser head as only other foe on this level is the mothership suspended on the crane. The crane grab is the weak part, but first take out the little guns, then the jaw area. Set up a rhythm of attacking the crane then ducking down to the jaw when the helicopters release their bombs.

SB *Wait on the ledge before take off, as the headcase circles through the different plane heads. Nab it when the special bonus symbol appears.*

SB *Bring down at least three of the vertical rockets that appear at the beginning of the stage for a sharp-shooters special bonus point.*

FLY HARD

This rather tedious level is set in a narrow tunnel. Trouble Bruin trundles along, moving in and out of the foreground and background. Select the biplane head, as you have to move to positions on both the right and left of the screen. Bruin drops ceiling and floor guns which you should not cross the path of. He has two missile attacks. The gold missiles are ndestructible and should be side-stepped. The darker ones are easy to shoot down. TB does take damage, but we've never been able to destroy him before the tunne ends



FLY HARD 2

A mini Nemesis level, which offers the best chance to use the bird head, at least for the first few screens. The route you select doesn't really matter — picking the down path avoids most of the shoot'ng action. Just remember the b ue foes are nvulnerable and avoid the balloon bomb payloads

BABY FACE

The flying stage's finale boss. Select the biplane head for this stage

Part one is Baby Face, who burps slow-moving fireballs. Fire from the left-hand side until they get close then nip over the top for a reverse attack. Not too difficult. Second is Boy Face. During his attack, a finger appears through the clouds directly under your plane. This means you must keep moving when Boy Face is static. Try to avoid being sandwiched

between the finger and the face, as it is harder to avoid the sparks
Last is Man Face. Take up a position on the left-hand side. Ignore the distraction of the grid pulled down by Man Face Instead, judge the position of his lasers from the angle they leave his face. Making slight adjustments to your position in the top left corner is enough to avoid him. One final tip, stay at the top of the screen as the boss metamorphoses through his stages, or you may get hit by his discarded shell.

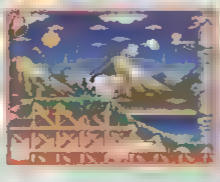
HEADDY WONDER LAND

A short but tricky phase, as Headdy and Heather conspire to enter the Puppet Kingdom

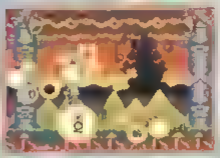
All the work for the first boss is

done by Heather. All you need to do is sidestep his extending arms. He'll attack with the arm nearest you, so always move to his outside — not between his legs. The side you are on should be determined by Heather's position. She will successfully toss the key into the basket if the basket is facing towards her. The basket always swings to the opposite side of the robot's attacking arm. Confused? Example. If Heather is standing on the left side, stand on the right-hand side of the robot.
The second phase of the level is treacherous. The robot is only vulnerable when both arms are raised. Go to the side of the screen so his free claw attacks you. It goes off-screen and pulls on headcase. From here there are two methods to killing him.
SLOW METHOD. Select the invisible head and stand directly beneath him, attacking when both arms are raised. You will need to continually collect the invisible head immediately after each attack. If you hit Heather you lose your own energy.
FAST METHOD. Requires some luck. Collect the bomb head and lay it directly between his feet. With any luck, he will be vulnerable as it explodes, destroying him instantly.

SB *Bonus round head one you come across for a secret bonus point.*



SB *There is a flock of yellow birds perched on a ledge. Butt the slightly larger ugly duckling one for a second secret bonus.*



SB *When you play the metamorphosed boss, butt bear off-screen after a few seconds. The robot may claw him back on-screen. Butt him again for the final secret bonus point.*

THE ROCKET TIER

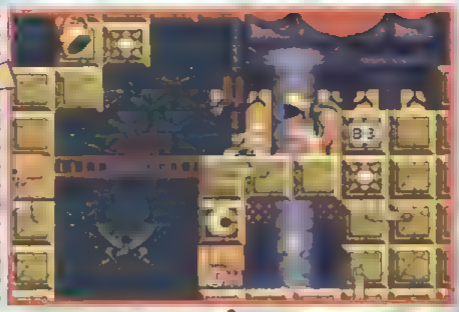
There are two ways to complete the horizontal section. When you hear the siren, there's a few seconds warning to get out the path of the oncoming missile.
Method one is for cowards. Pick the shrinking head and wait in the troughs until the missile passes.
The second method allows you to collect the points bonuses. Use the spike head and cling to the ceiling as the missile passes. You have to tap the head button rapidly to stay aloft.

▼ *The largest Lara sprite yet seen in a Megadrive game. Take the necessary precautions.*

ILLEGAL WEAPON 3

This is a laborious section, but with a simple method. Wait in the trough until the missile passes. Grab the spike head and hit the baddie behind the desk twice, then rush back, stand in the trough and grab the shrinking head before the missile is launched. Repeat this procedure. If the siren goes off immediately after a missile launch there is no time to perform the attack and you must wait for the next gap.

DYNAMITE HEADDY



SB When you've destroyed the missile launcher, the spectator baddies left from their gallery. Butt them to pick up a secret bonus.

FUN FORGIVEN

Jump over the first penguin and freeze the second to reach the bonus game head Hit the second penguin on the blue flooring to drop to the level below Hit the penguin when off the blue flooring to stand on its head and hit the pharoah Go down to the wheeling statues. Only hit the top part to make a ledge for Headdy

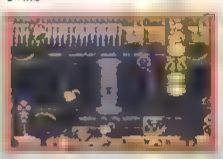
Move to the right to take on the Sun Boss. The numbered spinning icons relate to damage inflicted on the space Three hits with the tiny '8' icon should be enough to defeat its first stage On the next stage, pick up the sleepy head frequently when your energy spotlight goes to yellow A flurry of blows with the spike head should see him off

Now take the spike head and go left. Pull yourself up the shaft with the buzzsaws. You encounter potted plant foes You must duck as you butt them to strike the weak point of the pot You come to a large open room with spinning headcases Go into the centre and stand on the narrow safe platform Descend and walk through secret passages on both right and left Return and jump on the corn dollies on your left

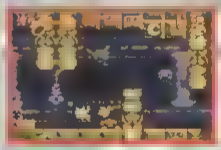
Jump into the wall and reveal another bonus-stocked series of secret chambers. There's a similar set next to the corn dolly on the right hand side To leave the level, stand on the rightmost corn dolly and grab the headcase in a left diagonal from you. Do it just as it is about to turn away, which is perfectly timed to grab the headcase to its right, which has now just turned round Exit stage right

VICE VERSA

A short and trouble-free level The reversing nodes are put to better use next in Twin Freaks All you need to do is butt the glass cubes into position to cross the spikes. The boss is almost as easy Butt the reverse node as the boss passes above the boulders and it will be struck on the head Push two boulders close together for a potential double strike



SB The green cylinder baddies prefer a secret bonus is you butt three of their bombs before destroying them.



SB On the Sun Boss's final hit the boss will fire rocket like objects at you retrieve the resultant special bonus.

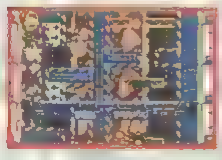
TWIN FREAKS

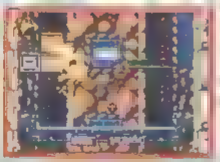
Nasty You are pursued along a corridor by a Janus-faced monster He is only vulnerable when green, but changes colour when you flick the screen. The key to success is to take him out before you reach the section of the corridor that twists, forcing you to backtrack Get in as many hits in the first section of open space, and don t flick him from green to red unless it is really necessary Lastly, there's a single headcase carrying a 3-way head Get that and butt like mad

SB *Randomly, Twin Freaks will let loose the SB symbol instead of his normal missiles. Butt it instantly for the secret bonus point.*

FATAL CONTRAPTION

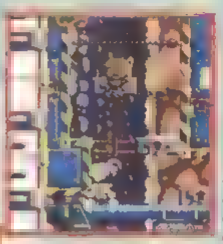
This forced scrolling level starts hard but gets simpler First, jump up to get the hammer head, but beware of getting the slow head Break the wooden blocks and use the hammer head to push the platforms on rails. The only one which moves enough to let you through is the left centre one. Take the right hand route, pushing only one of the second set of platforms Ignore the shrinking head further up — take the full sized





route You need to push the platforms with the woman on them with rapid button presses Go for the final set of wooden blocks to complete the stage Ignore the Trouble Bruin contraption throughout this, it's invincible, but watch out for the occasional missile launched from his cannon

SB *Save the Trouble Bruins mon who jump between the platforms near the beginning of the level for a secret bonus point.*



FAR TREK

Not a big problem Trouble Bruin runs with you but cannot hurt you, butt him quickly if he get hold of you, but your main concern is keeping out of the laser fire of the haywire contraption Two recommended places are; at the far right of the screen jumping -- his fire should aim horizontally, and beneath his feet, slightly to the right or left as the gun only has a few set firing positions and should miss you

FINALE ANALYSIS

Most of this is up top you The boss has various random stages of attack Before each one a selection of heads revolves around you. The most effective attack weapon is the hammer head, so pick that if it's there Otherwise take the star firing head If you can hit the boss with the hammer head then try and nab the shrinking head as several of his attacks are best avoided in that guise

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ORIGINALITY

GAME AIM

Reunite the twin crystals to protect your kingdom from the evil intentions of Shade and the silver snake.

Thor's parents, King and Queen, tried not to worry about their son. The impetuous young prince was the both the darling and the bane of the news sheets, depending on how the editor felt that day. Several of high society's virgin damsels had been linked with the celebrated bachelor, but adventure was more his bag, and he rarely spent two consecutive nights at the Royal Palace, between his trips to potential treasure sites and far-off fabled places.

During his most recent absence, though, strange things had concerned the court. Marauding hordes had been terrorising the townsfolk, and a general air of something bad and [illegible] with great anticipation when the good son Thor arrives [illegible] Mallet and Peter fear the worst. No silly! I mean, he's resurrected [illegible] of yore. Oh no, looks like one of the 'ancient-revived-curses-set-to-destroy-the-world' days.

THOR BLIMEY

[illegible] most effective against particular foes: [illegible] creatures, for example.

WE'VE ONLY JUST BEGUN

The Story of Thor begins with a story — an [illegible] introduction to the quest, with Thor's discovery of [illegible] armies.

ory of
Or
The Big Ki
MUM'S GONE TO ICELAND
YOU DIRTY RATHERS

SNAFFED!

Seems like a nice boy.

AR TREA

...ses and mountain; through swamp...

...ome then the areas shown here:

...AMP FORTRESS

Friendly townsfolk live

...ly-armoured knights of

...and advice. There is

...aboard a high seas ves-

The first complex to...

PROMONTARY

WATERFALL

Much lies behind its tran-quil waters. Explore the

...caverns of bats, snakes and zombies, ...the fiery inner chambers and a horrifying

...waterfall forms the centre-piece of the layout. The finale is a large rock monster, guarding the return pas-sage to the surface world.

Looks like Gus' bit of Tottenham.

SUMMONER'S TALLS

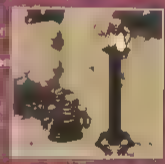
It's a long quest, but not always a [illegible] as it [illegible] grants you power over friendly elementals which may be summoned to your aid. After [illegible]

[illegible] mally by firing the amulet on fire, water etc. Once summoned the elemental will shadow [illegible]

However, using their powers increases the [illegible] is normally short-lived.

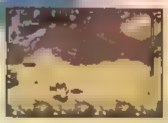
The water faerie, who [illegible] nes command over the element and the power to neutralise fire. She has power to heal Thor, freeze his enemies temperately, or rage into a spinning aqueous tornado.

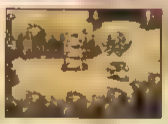
Spirit of cleansing fire [illegible] and a formidable friend [illegible] smashes through ice barriers and has three offensive powers: a fiery breath, a flaming torpedo and a blistering circular inferno.



A lost spirit from another dimension, Shade looks creepy but turns out to be an invaluable friend. He'll catch you if you fall, reach out and strike your enemies and pass distant objects.

A festive series of chambers [illegible] spectra and new opponents, including teleporting wizards. Inside and out, the action moves from the dungeons to the battlements.





Dytto's water tornado.

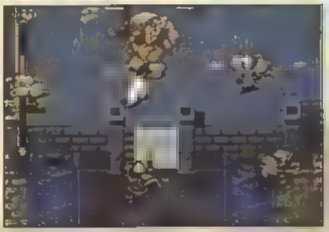
CHARIOTS OF FIRE

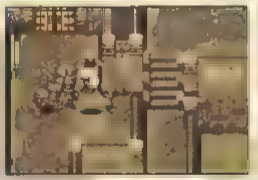
Like the [illegible] there's [illegible] quite [illegible] a tim[illegible] the fin[illegible] quick[illegible] of a [illegible] breaking times are rewarded with a food or item bonus.

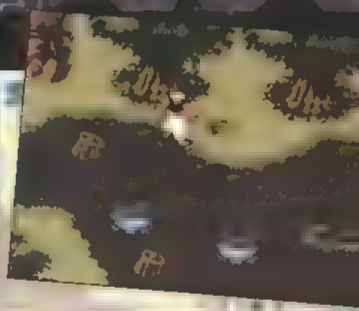
Decked by Efreet.

The spike trap.

more tornado.



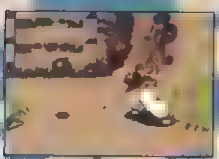


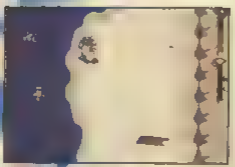


HE SHOOTS, HE SCORES

[illegible] the action, but not disruptively.

How long will it take you to find this secret room?

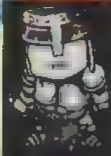




No time for paddling.

▼ Your teacher is frankly a bit useless.

COMMENT COMMENT



GUS

Thor has been in Ancient's workshop for some time, with only the occasional tasty screenshot issuing forth.

Then suddenly the finished game comes our way, and it's obviously been a Labour of Love. I cannot recall a Megadrive game of quite so much quality and detail in a long time. Enormous work has gone into the character animation, not only for Thor himself, but all his adversaries. The locations are excellent and the range of weapons, combat attacks and elemental powers quite overwhelming. Ancient have succeeded in uniting the depth and choice of an RPG game with a constant supply of action, making Thor a true arcade adventure, backed with a strong storyline and gameplay that develops accordingly. The only factor that stops this scoring off the scale is the ease with which some areas may be cleared. Thor is perhaps a little too powerful with all his attacks, weapons, food and elemental aids when coupled with the restart points and battery save. Limiting the saving option to a few select points might have overcome this. That aside, this stands out like a jewel in the release schedule, and actually sets new standards in Megadrive adventures, notwithstanding excellent titles like Soleil and Landstalker.

PAUL

When I initially heard reports of an Action RPG with all the depth of a major adventure to rival the Shining Forces and Landstalkers of this world, and a combat system more at home in Streets of Rage, I couldn't believe my ears. But here it is in all of its glory, and I have to say it is astounding! From the minute you pick up the joypad, there is an overwhelming sense of solid gold quality. Thor's control is a dream, representing possibly one of the best animated RPG control characters to date. From the intensity of his multiple combo-style attacks, to the way in which he picks up an object, it is obvious that a huge amount of time has been spent in making this one of the best console RPGs ever. Lateman-wise you will be trudging through some superbly elaborate and carefully planned out dungeons. And as for the bosses, well what can I say except they are incredible in both their size and design. But as Gus points out, sections of the game are just too easy to get through without putting up too much of a struggle. Being able to save the game at any point may sound like an ace idea for frustrated RPG veterans, but it does detract from the playability. But this is only a minor niggle in what is otherwise a fantastic achievement.

GRAPHICS

96

A fantastic young story that all the quest. The character sprites are massive and well animated, with various dazzling special effects as bosses

SOUND

91

Not perhaps the most immediate of Yuzo Koshiro's work, but complex, suits the role of game perfectly. Brilliant spot FX.

PLAYABILITY

93

Takes the over-fast skirmish, to the boss and dungeon. This is outstanding, challenging and everything a Shining classic should be.

LASTABILITY

89

play, many late nights all of it enjoyable and compulsive.

▼ Just too easy with the game saving for endless continues.

VFM

90

There is nothing that provides your money more than Thor at this moment in time

OVERALL

93

Arcade adventures — don't ya just love 'em? Well, in the case of Thor it's more at first sight. This is one hell of a game.

ROCK
MEGA

1 PLAYERS

PLATFORM

TBA

CAPCOM

IMPORT

CONTROL: JOY PAD
CONTINUES/PATTERN: SAME
SKILL LEVELS: 1
REPLAYABILITY: GOOD
GAME DIFFICULTY: HARD

22,000

An excellent all round platform game, as they appeared on the NES some years ago.

ORIGINALITY

EFFECTS

GAME

Blast and jump your way to the boss of each Rockman stage.

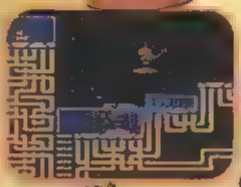
It falls into the same league as Fawlty Towers videos, old episodes of Upstairs Downstairs and the Morecambe and Wise Christmas Special. The various adventures of Rockman (AKA Megaman) inspire the same nostalgia amongst games-players as certain TV shows do for a wide constituency of couch potatoes.

Or so Capcom think. This would explain why they've taken some of their oldest, and most successful games, and converted them authentically to the Megadrive. They must also be hoping that Rockman's charisma has transcended the old format frontiers, as until now he's been a character entirely in the service of the old enemy Nintendo. However Megaworld, which is effectively a retrospective, is set to change all that with no less than three Rockman adventures stuffed onto the cart.

MAN WORLD

TRIPLE CROWN

The front end of the game allows you to access any of the three Rockman games independent of each other. There are three separate RAM slots to save your progress so though you can restart any game level again and again. You are free to select the levels in any order.



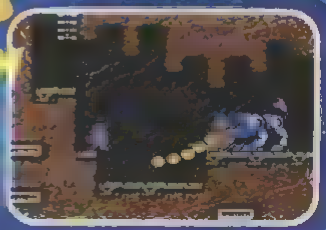
Meet the Sega Power propeller head team.

COMMENT

Megaman, sorry 'Rockman' for you sticklers, coming over to the Megadrive is like Morecambe and Wise abandoning the BBC for ITV (which they did in the 70s). In fact, they did it just when they got crap. Rockman Megaworld isn't crap, it's actually a faithful compilation of the first three games, slightly tarted up with more background detail and fuller musical scores. However the gameplay is a facsimile, and a facsimile of very old, very basic 8-bit platformers. It pails completely compared to the recent delights of Earthworm Jim, Headdy and Sparkster. The only incentive is size. With three complete and tough games, there is weeks of play in the collection. Some of the stages are also quite compulsive. But most gamers will feel they just taken a spin through the wrong end of a Tardis when they see Megaworld, making it the preserve of nostalgia freaks.

POWERS OF ASSUMPTION

Rockmen can usefully assume the [illegible] each boss he defeats, and [illegible] against [illegible] has [illegible] many [illegible] the powers work [illegible] each power, but this is easy to [illegible]



ROCKMAN 1

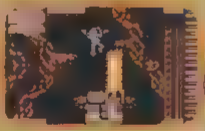
CUTMAN
The beginner level with lots of non-firing robots

GUTSMAN
Tricky trap-door lifts are the first of many hazards

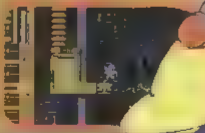
ICEMAN
He cometh Well you do over a host of slippery chasms and chilly pools

BOMBMAN
Futuristic city-scapes surround the bomb throwing boss

FIREMAN
Unsurprisingly most action here is of the molten metal variety with fire sprite attacks



ELECMAN
Face the raw power of the 50 000 volt boss in his gleaming metal lair



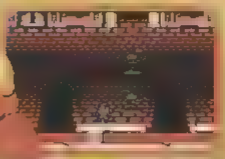
COMMENT

In converting their vintage hero to the Megadrive, Capcom have looked to the NES version for the graphics, whilst the gameplay is more akin to the better Game Boy title. Sadly, if Megaman has a fault it is that it has dated too much. Burst scrolling, stilting gameplay and unforgiving sprite detection is something long forgotten (thankfully), and whilst there's no doubting the variety, basic faults like these prove too annoying. Capcom probably saw this as a chance to mimic Mario All-Star's success, but it soon becomes obvious Rockman is a bit past it.

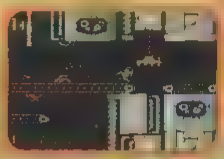
STEVE

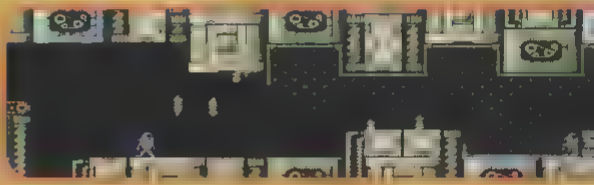
ROCKMAN

HEATMAN
Lava by the litre as you traverse disappearing pot form stepping stones and hissy fit sinky henchpersons



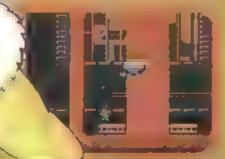
METALMAN
As you'd expect lots of late clock work nights fathoming out his conveyor belted and ratcheted air





ROCKMAN

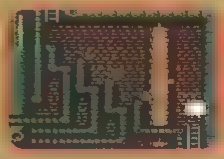
SHADOWMAN
Your common or garden hi-tech evil-doer until you reach the shadow globes where all the lights go out!



MAGNETMAN
Uses the powers of electromagnetic induction to drag Rockman from his proper course The underground section is a mess of wires.

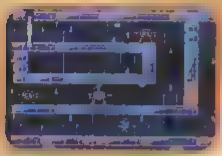
SPARKMAN
More induction frolics in his large lair with a series of twin pole arcing gates

SNAKEMAN
No doubt as to his reptilian leanings with a snakeskin lined nerve centre and serpentine sentries



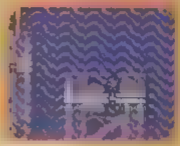
2

FLASHMAN
Sounding similar to Crash but actually den zen of the centre of a crystalline labyrinth of gem baddies



CLASHMAN
Lots of brown pipework here on an ascendant journey to a boss in the heavens

BUBBLEMAN
Megaman's left gasping for air in this series of aquatic chambers

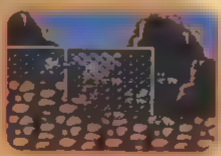


AIRMAN
High flying frolics set in cloudbound screens, with perilous leaps between facial platform

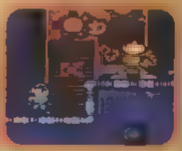
3

GEMINIMAN
Strange the influence of birds and penguins for the wild card entry of Rockman 3

HARDMAN
Rockman meets a rocky adversary. Bees and gorillas are just two types of his enlisted helpers

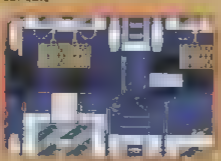


QUICKMAN
The boss likes to test your reactions with a series of instant death laser gates to be avoided on each screen

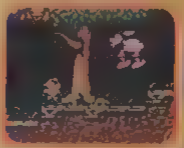


NEEDLEMAN
His penchant for sharp points only becomes apparent later on, with the spiky booby traps

TOPMAN
Not the shop we all know and love(?) but a bizarre collection of nuts and bolts and fat mechanical cats



WOODMAN
A level split between forest scenes and underground travails with fire spitting dogs



GRAPHICS
64

+ Crisp, complex backgrounds and plenty of variety across 24 stages.
-No great graphical FX, and all sprites are tinny. As this look.

SOUND
71

+ A constantly changing score over the game, always sounding in the background.
-No great sophistication to either music or FX.

PLAYABILITY
82

+ Simple and challenging. New powers to consume
▼ Not an immense variety to things to do, and every enemy is predictable.

LASTABILITY
70

+ S'a toughie. Prepare to lose lives from your hand on some sections.
▼ The interest level slips when the lack of variety becomes apparent.

VFM
84

+ Lots of game stuck onto a single cart. Completions are a good idea for cash-starved gamers.
▼ The games themselves are filet wonders at 16bit battle.

OVERALL
78

Capcom roll out the 'classics' but they're starting to look a bit like crusty once. Plenty of levels to get your necks all through.

From jet liners to satellites terrorists are infamous for hijacking each new gizmo that science has developed for peaceful usage, and perverting them to deadly ends, limited only by their dastardliness and the effects budget of the next Bond movie

It was the world's grave misfortune when a band of nasty types (you know, the kind that slap women across the face with the back of their hands and say 'silence!' frequently) got hold of a clutch of Mechs manually-controlled robotic heavy weaponry and march into the centre of the metropolis, effectively curtailing the January sales and bringing an end to civilisation as previously known It is left to the Foundation for the Preservation of Shopping to rid the city of this menace so that the speed bumps and cardboard store detectives may be reinstated. And they've pitted you against the Keep Everyday Special mob by equipping you with your own Mech suit.

Reward? Isn't the happiness of mankind enough? Oh well, how's about enough air miles to get you well beyond Torremolinos?

VIEW TO A KILL

In common with most 3-D games, arcade and home, the game action can be viewed from a variety of angles, in this case four. The first view is from the cockpit of the Mech, with a centrally placed site. The second view is from a slightly lower position, bringing the Mech's two arms into view. View three is based on a shoulder-mounted camera that allows a greater range of vision, but the widest angle of vision comes from the bird's eye positioned camera

The game features changing locations, 50 missions do not become a simple matter of destroying everything in sight

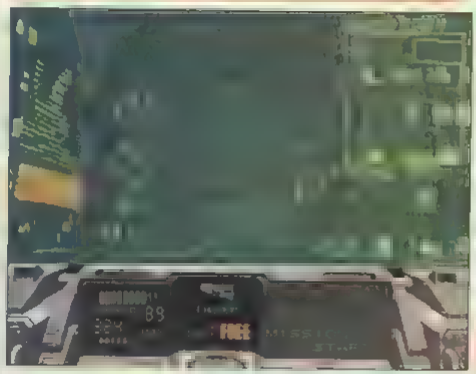
Take out all the Mech installations, while your own command launching a terrorist attack which creates two particular streets. Then destroying him is not as easy as it seems

WHO WILL BUY?

Points are translated into prizes between rounds of Metal Head. Your score is an accumulation of kill points, time remaining and unused weaponry. The composite total may be spent at the armoury. This has a selection of weapons for both arms and special items. Hammer knuckles are close range attachments for either arm. Chain gun is the first stage of right-arm projectile weapons, which may be enhanced to mega laser status. Finally, specialities like flying mines or heavy armour are available, but at premium prices.

▲ *Son robot gets his dad to come round and sort you out. Pity your pop is spazzy mech.*

▲ *Destruction can be fun — ask Saddam. And there's lots of it in Metal Head.*



One minor but noticeable feature is the scaling map. Targets are

a target, the area covered by the

It may look like Elephant and Castle, but really this is urban warfare at its most white-knuckle. Elephant and Castle? People in Bath won't get that one, probably.

COMMENT

GUS

This is really the first game on the 32X that makes full use of the hardware's capabilities, and has no peer elsewhere. The launch games, and the abysmal Space Harrier/Afterburner here were all based on previous titles. Metal Head is a brave attempt to utilise polygon power for tense urban warfare. For the most part it works well. The basic action is responsive and engaging, and missions have been considered as campaigns with changing goals, so the action doesn't become formulaic. Technically, there are a few hiccups, with buildings appearing out of nowhere, and a characteristic blurredness that makes play occasionally confusing. But overall I was impressed with Metal Head's concept and execution, and would rate it as the best 32X game worth having.

COMMENT

STEVE

C-rash! Another film license turns out rotten with a resounding crunch and wobbles off unconvincingly into the shadows of the graveyard. There's simply no hope for software houses that turn out stuff like this. Not that it's entirely bad because an extremely similar game named Turrican enjoyed some success. The point is, Turrican happened three years ago. This is new! UniSol tries to fob us off with the same dated gameplay and even retains the ridiculous transformation into a spinning buzz saw routine. It says [uhnkiewfunk] wellnell! I3qeweq[H]

GRAPHICS

88

▲ Smooth and fast-moving detailed polygon cityscapes that create a claustrophobic environment for the action, with rotoscoped variety. Good mechs and interesting choice of

LASTING

89

▼ Sad music which is too easy to ignore.

PLAYABILITY

87

rather than just follow an unannounced.

▼ A bit simplistic, and sometimes

CHALLENGE

85

ORIGINALITY

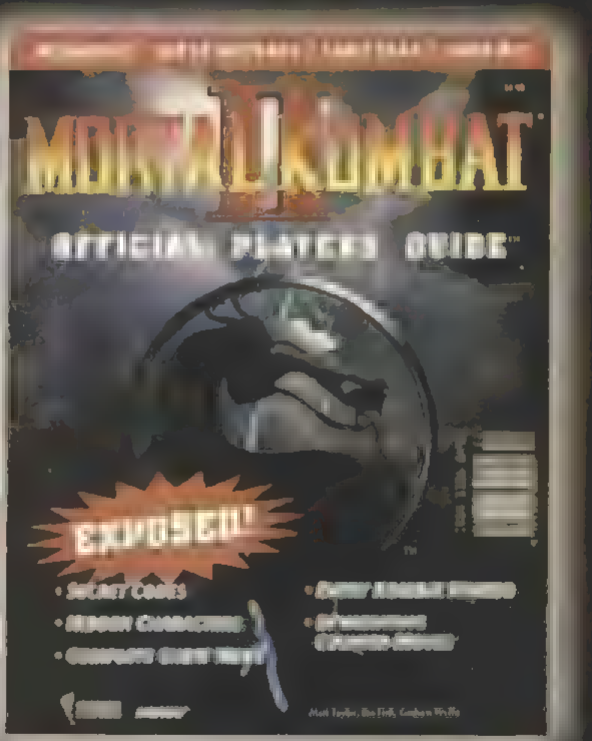
83

OVERALL

87

A throughout shoot 'em up that shows the promise of the 32X. Technically sound and more than fun to get to grips with.

WORTH FIGHTING OVER.



The definitive Mortal Kombat 2 players guide for the SNES, Megadrive, Game Gear and Gameboy.

On sale now in a newsagent near you, only £4.99

1-2 PLAYERS

GAME TYPE
RACING

TEA

BY
EA

RELEASE
MARCH

OPTIONS
CONTROL: JOY PAD
SKILL LEVELS: 1

1ST DAY SCORE
REACH LEVEL 3

Another update some two years after the sequel to Road Rash, EA's second and classic bike racing game.

Beat the lowtens other competitors in each of the long winding courses. Use violence where necessary, and even where it's not.

ROA
RAS
TOUR DE

This reviewer read that one in fifty motorcyclists will die in bike accidents. Frightening isn't it? And equally chilling is the cost of all that leather and Gore-tex, not mentioning the spare car a helmet that will protect you from first-degree scrambled brains should you clip the wing-mirror of a Robin Reliant (or is it Reliant Robin?).

That's why more and more people are staying at home and

PUNCHLINES

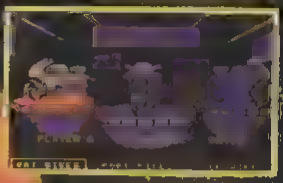
I'D LIKE TO BUY THE WORLD A BIKE...

Road Rash III bursts out of the narrow US confines of the first two games - hey, we live in a Global village now and there's no urban speed limit. Each level of the game features five international tracks each with their own distinctive scenery and hazards. Also, the side that the traffic drives on changes depending what country you are in.

KENYA
Bumpy as you might expect with a wide selection of wildlife interacting with the track. You are not pals with the WWF. (The conservationists, not the wrestlers)

KEEN MACHINES SEGA

...ore bikes than ever before, and these are split into three ...(customised bangers for pavvies); Sports (decent bikes ...erbikes ...serious bikes for ... ...ckets with large wallets). ...As you progress ... four- ...sport adversaries get their ...rushes on better saddles) ...and if you don't raise the ...prize money to do also, ...you're going to look a bit ...stupid heading along ...return.



OINKY TONK

A celebrated ... Road Rashes has been, excuse the ... as much in evidence in part three, with ... every course. Different nations have police ..., of course, you can't beat the friendly old British ...ing fines. Unfortunately, they've also equipped ...licopter that busts you from overhead.

UK
This is meant to simulate the Isle of Man's famous TT race. That means that spectators stand too close to the track, and they charge rip off prices at the local B&B. Jesting

GERMAN
Set in snow capped regions and slippery autobahns, these are torturously twisting tracks that are made no easier by the blinding colour scheme

BRAZIL
Tropical conditions, so you must be getting hell of a sweaty. There's a preponderance of makeshift ramps by the side of the track, since these latin types like a bit of flair

COMMENT

Well lordy me, I suppose we had been due this one. EA's updates have become a bit of a joke, but not one apparently shared by you punters who push them to the top of the charts every time. The fact is that no one has yet out-performed the Road Rash engine, and though this is a refined and faster version of the same, it's not that distant from Road Rash II. I'm disappointed that there aren't as many new features as I hoped for, but I still enjoyed playing it. The graphics are crisper, especially the player sprite which has been ported over from the 3DO, and the sound neatly matches the locations. But despite new bikes and more levels, I still prefer last year's Skitchin, which is a more effective variant on the road racing theme.

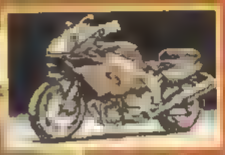
HEDGEHOG-FLAVOURED SNACKS

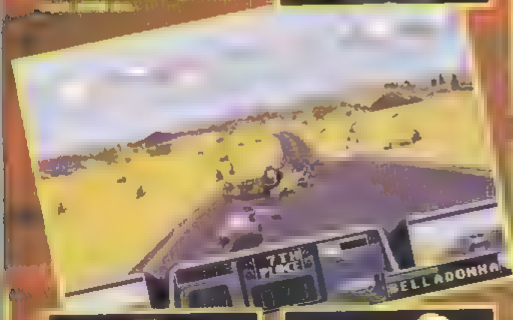
COMMENT

STEVE

Well, the bike is the same sprite used in the 3DO, but that's where any similarities to the CD game end Road Rash III is more of the same, with the expected new bikes and locations, and a few extra things to avoid or punch, but it doesn't do that over the second game. It's still as playable as ever, and the graphics are notably larger than before, but the colours seem dreadfully washed out giving Road Rash III the same unimpressive look Skitchin' suffered from. I imagine there are very few people new to the Road Rash series and if there are then this is the best introduction possible, but for the rest of us Road Rash II and Skitchin' are more than worthy substitutes. Not bad, it just seems tired now — time for a rethink if another sequel's on the way methinks.

One educational aspect of Road Rash III is it lets you see all sorts of wildlife in its natural habitat, and lets you hear the ground animals moan when they get run over. This is one truly sick part of the game, with deer, wolves and gazelles innocently crossing the freeway. Also, look out for the smutty cattle.





GRAPHICS

79

▲ Road Rash with more roadside detail and smooth between scenes than before
▼ A slight jerkiness in the frame update that takes getting used to.

SOUND

76

▲ The music and FX change for each country
▼ It's oldies and Kingsblue Global for people with suits and Bon Jovi T-shirts.

PLAYABILITY

85

▲ The old magic is still there. The best 'arm up aspect
▼ It's a bit dated, next to the thrills of Ridge Racer and Daytona.

LASTABILITY

81

▲ Road Rash III is the hardest of the series, more rewarding than the other two and a good two-player option.

VFM

74

▼ The other Rashes can be picked up for much less, and Skitchin offers more originality.

OVERALL

82

It's still ticking over, but this is one engine that needs to be stripped down next time, and not just overhauled.

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THE GREAT CIRCUS MYSTERY

STARRING MICKEY & MINNIE

1-2 PLAYERS

GAME TY... PLATFORM

IMPOSS...

CAPCOM

RELEASE OUT NOW

OPTIONS

CONTROL: JOY PAD
CONTINUES: PASSWORD

1ST DAY SCORE

ORIGIN

Blah, blah, blah, 65 year-old redneck guitar, blah, blah, you know all this already, blah.

Work out why the clown laughs. Apparently.

Such is the low intelligence of cartoon characters, ... and ... to go ... circus. ... isn't there as expected ... figure there's a mystery to be found somewhere. It doesn't occur to them that the intro sequence shows Mickey apologising for being so late and that it could have just moved on. Oh no, there's a fiendish reason behind it disappearance somewhere deduces Mickey. Thus, a-leaping and a-bounding ... sleuthing, and bouncing on ... mere basses then a company secretary at an office Christmas party. Our greatest mystery about circuses, though, is what do teenage girls find so fascinating about the blokes who work on the lumper cars? I mean, sleeveless T-shirts and armpit hair down to their toes is hardly the stuff Mills'n'Boon-... is it...

COMMENT

GUS

As Disney things are a licence to print money, everyone wants a slice of the action. This rubs shoulders with Mickey Mania, and the Legend of Illusion games, and Hi-tech plan to bring out Mickey's Ultimate adventure here too. But a company like Capcom could be expected to provide a more stimulating offering than they do here. Circus Mystery is very much a retread of the Magical Quest game: beautiful graphics, relatively easy action and Mickey put through a variety of costume guises, Mr Bennstylee. It all adds up to less than a purse of kippers when compared to the radical platform antics of Earthworm Jim and co. I know, we mention them in just about every platform game evaluation, but less face it, they are now the standard. This isn't, however pleasant, anything to shake up the platform con-

CONTINUED...

BOX OF DELIGHTS

Punctuating the levels are a series of marked blocks. These act for the most part as platforms, but others have other useful properties. In time the-honoured tradition, these include:

GREY BLOCKS: Yer basic, run-of-the-mill, ordinary platforms.

GOLD BLOCKS: Climb on 'em or throw 'em — the decision is yours.

RED BLOCKS: Same as the gold ones, but reappear after use.

SWING BLOCKS: These [illegible] high...

TIME BLOCKS: [illegible] the timer, funnily enough.

STAR BLOCKS: When thrown, these zing around the screen for ages, killing all in their path.

ARROW BLOCKS: Move in the [illegible] arrow.

TREASURE BOXES: Goodies galore when the ring is pulled. Yeung men!

COMMENT

STEVE

My, the platform game has come a long way in the past year or so. Whilst we now take the likes of EWJ for granted in terms of state-of-the-art animation and content, it is only when mediocre efforts such as Circus Mystery come along that we truly appreciate how lucky we are. In all honesty, there's nowt massively wrong with Mickey and Minnie's latest outing, but Mickey Mania does it all so much better, making this look very tired and derivative. Circus Mystery has some great ideas in it (the hook swings and costume changes, for example), but it is very formulaic and patterns tend to emerge very quickly for disposing of bosses — and it uses burst scrolling which is unforgivable. The Megadrive is swamped with decent platformers, and with EWJ and The Lion King at the top of most people's buy lists, I doubt if Mickey's latest escapade will appear on many shelves.

SUITS YOU, SIR

SWEEPER: From the Donald Duck collection, this beautifully tailored blue suit comes with a handy vacuum cleaner which is handy for sucking up bad guys. Extra batteries line the route for [illegible] version efficien-

SAFARI: Safari, so goodie as Christopher Biggins used to say. When he was working and not allegedly nicking batteries. With hooks attached to the lovely khaki suits, these make climbing vertical inclines and swinging from convenient-placed circles a cinch.

WESTERN: Including a full hobby-horse and pop gun ensemble, these crucial cowboy clobbers also endow our heroes with fast-paced running skills — also known as "The Desperado Dash". [illegible] did wear them about the [illegible]

GRAPHICS

79

▲ Attractive sprites and backdrops, and a wide variety of colourful and detailed bosses and backdrops.
▼ The use of burst scrolling is

SOUND

65

▲ Twiddly-diddly-biddly tunes.
▼ Extremely tacky effects.

PLAYABILITY

72

▲ Getting to grips with the controls is fun, and there are some neat level twists and hidden bonuses.
▼ The controls are often a bit

LASTABILITY

70

▲ [illegible] ing, and fine after [illegible]

VFM

68

▼ Uh-uh. Sorry, but there are dozens of better platformers than this.

OVERALL

66

Two years ago this would have been fine. Nowadays it looks as creaky and dated as Michael Mouse himself. A senile old fart of a platformer.

SAMURAI SHODOWN

1-2 PLAYERS

GAME TYPE: BEAT 'EM UP

PRICE: TBA

BY: SEGA

RELEASE: FEBRUARY

OPTIONS

CONTROL: JOY PAD
CONTINUES: PLENTIFUL . . ON YES
SKILL LEVELS: 8
[illegible] SHODOWN
GAME DIFFICULTY: [illegible]
ADS

1ST DAY SCORE

Beat six fighters.

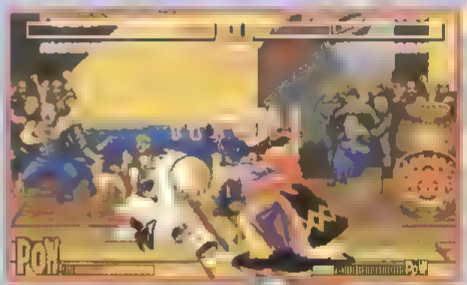
SNK's sword-wielding coin-op makes a belated debut courtesy of Sega.

GAME BREAKDOWN

Slice your opponents into sushi. Or kick them to death. Whatever.

It was a time of heroes... Yep, these and countless other martial arts movie cliches are continued in Sega's conversion of SNK's Samurai Shodown coin-op. In addition to slow-motion fight scenes, OTT opponents, and a dreadful soundtrack, Shodown also manages to cram in all manner of deadly weapons and pets. Just for the kiddies, like.

Basically, Samurai Shodown is Street Fighter with swords And pets Within a strict time-limit, the main aim is to reduce your foe to the size of a dozen stock cubes using whatever special moves you have mastered. If not, he'll do it to you and you'll end up looking like a pile of mince. And that's it Expect a sequel set in the months between June and August, though. It's called Summery Shodown. Titter.



Amakusa falls for the old 'here, smell this flower' jape.

▲ EEK *appendix removal, Samurai style.*

THAT'S FIGHTING TALK

Samurai Shodown's eleven fighters are a motley bunch, each of whom has differing skills In addition to the usual Ninjas mutants and fat blokes there s a guy called Galford who has a dog which mucks in and bites people (it's called Poppy, so that must mean he has 'Poppy Power ' Suit yourself), whilst Nakoruko has winged help in the shape of an eagle Similarly, mucho swords knives and throwing stars are in order as the player traverses the world, duffing people up, avoid ing bombs lobbed by passers-by, and chopping up the straw dollies which appear in the bonus round Oh yeah, and there s also this cool bit where the two fighters lock weapons and whoever taps the attack button the fastest knocks the other's weapon out of their hands

SAMURAI SHODOWN

COMMENT

STEVE

The original NEO GEO version of this weighed in at a mighty 100MEG, so it was obvious a few adds and ends would be lost in the conversion to the Megadrive. As such, the sprites are smaller, Earthquake is missing, and the zoom mode of the original is on the scrap heap. Sadly, most of the animation and speed of the NEO GEO game has gone, too, leaving a very average beat 'em up which will line up alongside Art Of Fighting and King Of The Monsters in the conversion route to obscurity. Samurai Shodown is a fast-moving beat 'em up which, whilst very derivative, has enough novelty value and playability to make it worth investing a few quid. In this conversion, though, the moves are sluggish and a little hit'n'miss and this makes the game a bit of a chore to play. Basically, there is a lot of wasted potential here and I doubt if even die-hard fans of the coin-op will persevere with this.

⚠ Lottery fever gets everywhere. It could be you...

COMMENT

GUS

I don't care much for Neo Geo games, which are usually 99MEGS of graphics and 1MEG of gameplay, but I didn't find Samurai Shodown too bad compared with comparable Megadrive beat 'em ups. The graphics are lovely, despite losing the scaling, and some of the ideas like the vicious pets almost verge on the original. My main complaint is the sluggishness of the characters. If the game had been faster, this comment could have been quite different, but as it stands, SS is not an A-grade combateer.

GRAPHICS

78

▲ Colourful sprites and backdrops, which are brilliant ... until they zoom.

▼ Sparse animation, and no real flow to the proceedings.

SOUND

17

▼ The worst music. Period. No, really, the music in this is simply foul. The effects are crap.

PLAYABILITY

68

▲ A modicum of enjoyment to be ...

LASTABILITY

53

▼ Despite the wide range of fighters and locations, and the ... skill options, this ... isn't ... enough and rarely proves addictive.

VFM

57

▼ There are better beat 'em ups around. Have you ever heard ...

OVERALL

61

Not completely awful, but too flawed to recommend and a very average coin-op conversion.

RAGE HARD

How many times have you played a beat 'em up only to find you can clock it by repeating a set process? Samurai Shodown attempts to thwart anysuch actions with the addition of a Rage bar. Every time your opponent concedes silly hits or damage from a set pattern, a bar at the bottom of the screen begins to grow. When it is completely full, the niggled character flushes bright red and becomes more aggressive than before. Similarly, their hits are also twice as harmful than before. Still, you know what happens when you tease someone too much.

GOLF MAGAZINE 36 GREAT HOLES

1-8 PLAYERS

SPORTS

TBA

JUNE

MARCH

CONTROL: JOY PAD
CONTINUING: BATTERY SAVE
SKILL LEVELS: 1
RESPONSIVENESS: OKAY
GAME DIFFICULTY:

6 OVER PAR

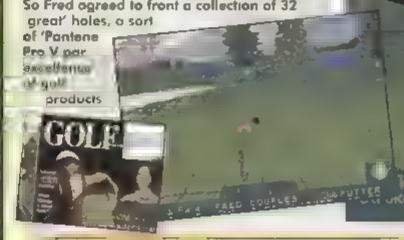
Endorsed by America's Golf magazine, and concerning the ancient game of stick and ball originated at St. Andrews.

ORIGINALITY

Cover a set series of holes (1-36) in as few strokes as possible, with other minor game variations on offer.

With a name like Fred Couples, he was all set to be a game show host. Perfect for the likes of the long defunct Mr and Mrs (be nice to each other). The catchphrase was ready and waiting: "I'm Fred Couples, now let's bring on the couples".

But instead, Golf became the career path of the mysterious Fred (well, mysterious to us on this side of the Atlantic). The slacks and V-neck pullovers were regulation game show, but the setting was pastoral and the action fast and furious. Well, fast and furious compared to putting Ethel in a soundproof box with a pink frilly blindfold on. And it came to pass that even slacks-wearers were buying Sega's new subversive console add-on the 32X. And they fancied a next-generation stroll on some choice greens and fairways. So Fred agreed to front a collection of 32 great holes, a sort of 'Pantene Pro V par excellence' of golf products.



TROLLEY DASH!

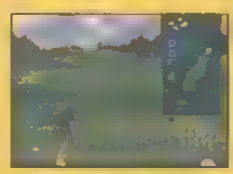
Before you start knocking balls you must define your player. The battery save is capable of storing dozens of your created golfers and also recording the statistics of their performance wherever you play with them. First a series of mugshots of cosmetically challenged men and women are offered then a potentially lethal choice of tops and bottoms in the apparel department. You can also have a rummage in the contents of the golf bag, select your allowed fourteen clubs from the range available, even change shaft and head materials. Lastly you select your tee colour. This determines which of the four tees you commence from. Picking the red (normally the ladies' tee) brings you a lot closer to the hole than the blue or black.

ADDRESS YOURSELF

Preparing the shot or addressing the ball is an important procedure for the perfect shot. The following functions should be used before you swing it.

MAP

Reveals your position relevant to the hole.



STANCE

Affects draw and fade, a bending effect similar to hook and slice but here deliberately induced.

TWO COURSES, NO COFFEE

The 36 holes on the cart are cherry picked from some of America's top courses, giving a good mix of short and long, wooded and links and desert courses. Some not-cease-to-attract-ons are those with island greens set upon huge water hazards. Derivations of play are offered with Fred's favourite holes, a long 18, short 18, toughest holes, The Gauntlet) and an option to create a custom course of any length.

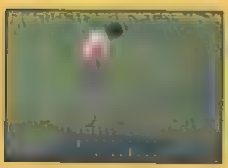
PGA TIPS

The swing mechanism is almost identical to that of EA's PGA series, reinforcing the noticeable similarities between the games. One button tap starts the power meter, another stops it at the desired amount, then a final press is required to time the swing to avoid hook, bend to the left, or slice, bend to the right.

Oldest swinger in town.

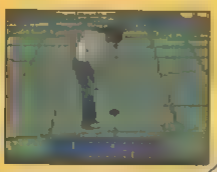
POSITION

Alters the distance from which you actually hit the ball.



LIE

Vital on the green, but you can look at the ball-lie anywhere on the course.



COMMENT

GUS

Yet another one to add to my collection of famous Freds, but the game Mr Couples fronts isn't as illustrious as we might have hoped. Despite the potential of the 32X, the graphics are surprisingly drab, fuzzy and unexciting. Mottled greys and greens exist where crisp trees and lush grassy textures should have made this the best looking golf game by some distance. In reality, I can see very little difference between this and previous PGA games on the Megadrive. Apart from the limited commentary, it's even inferior in terms of sound to PGA III! The player customisation is good, but the real letdown is the lack of holes. 36 just doesn't compete with the incredible 144 up for grabs on PGA III. Okay, these are 'choice' holes, but they're not my choice. 36 Great Holes is barely on par with most Megadrive golf games, but it's not the 'next level'. Wait and see what Tee-Off has to offer.

COMMENT

STEVE

Well, the animation is very nice, the courses are detailed and varied, and there are enough options to keep golfers happy. But, despite all these, 36 Great Holes still doesn't compare to the likes of PGA III. It isn't a bad game by any chalk, and it pushes what the 32X can do, but I still came away unimpressed. The problem lies in that it doesn't feel like a 32bit game, and bearing this in mind, I'm in the queue behind Gus for Tee-Off.

GRAPHICS 75

+ Good player animation, and some holes where the subtle colourings work well.
▼ Huge unexploited potential — animations, more colour, unseen angles. A dull-looking game.

SOUND 68

▼ Not much in the way of sound or music, despite the occasional comment or birdsong.

PLAYABILITY 77

+ Playing as a group can be entertaining and, not any less [illegible] than most golf games...
▼ Lacks features and depth that the unit might have provided.

LASTABILITY 68

+ Recording the stats of your created players is good news.
▼ 36 holes is well below the count of comparable golf simulations.

VFM 65

+ Not a serious improvement on EA's three year old standard, and that's now much cheaper.

OVERALL 73

Not that bad in its own right, but the golf games for your Megadrive are every bit as good.

KAWASAKI CHALL

Kawasaki SUPERBIKE CHALLENGE

1-2 PLAYERS

RACING

£39.99

TIME WINDOW

TBA

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 4
GAME DIFFICULTY: AVERAGE

USA

Domark stormed the world of motor games with the highly successful [illegible] a couple of years ago and they now make the jump from cars to bikes.

Equal the mastery of Barry Sheene on the world's streets without relying on the planet's metal resources to keep your legs in one piece!

It was a time for heroes. Man and machine fused in a gleaming high velocity mass of chrome, steel, leather, and flesh. Travelling at speeds in excess of 150 mph on death-defying courses, danger was something you ate for breakfast, and then went back for seconds! Glamourous über-babes wilted over the mounted masked knights of this golden era, salivating in their race towards stardom, but also when they can home in traction. Oh yes, the [illegible] days of the 1970s and the glorious sport of racing silver dream machine Superbikes.

Lately the sport has been going through something of a renaissance, attracting a whole new generation of budding Barry Sheens. The likes of Scott Russell are zooming around the [illegible] ers. So to reflect this new found popularity, [illegible] duce the Superbike equivalent to their [illegible] your motors running.

BODY CHECK!!!

It's a long way to the top of the champions[illegible] table. In all, 15 tracks have to be successfully completed to claim the title of Superbiker. Not only are you going to be chewing a lot of tarmac, but also [illegible] stretching across to some of the world's most exotic and weatherborn locations. Each track has its individual weather conditions—all of which must be taken into consideration when selecting gear ratio and tyre type pre-race. Any track is selectable for the odd practise session or two, and you can even have your [illegible] very own mini

SUPERBIKE CHALLENGE

START YOUR ENGINES, PLEASE

THE PITS

COMMENT

GUS

Megadrive race games have come on in leaps and bounds since Super Monaco (which I have always hated). F1 was one of the best steps forward, and Kawasaki builds on its success, with faster, smoother frame rates and expanded play features like bike damage and the effect of weather. It only suffers from a rather dowdy appearance — caused both by the simplistic polygons and the dull colours. However it does have a really good racing feel, quite different to F1, and convincingly like that of a bike. I wouldn't expect this to capture the attention of any other than bike freaks, but it should be a firm favourite amongst them.

COMMENT

PAUL

On first appearances Kawasaki looks a touch dodgy. I mean let's face it the colour palette and the blocky and jerky graphics aren't anything ground-breaking. But beneath this facade lies a nicely playable racing game with a substantial amount of surprises. Obviously a great deal of time and effort has gone into the feel of the game—small differences in weather have a subtle but often dangerously slidey effect on the traction. In a similar attention to detail, the tracks have enough variation and challenge to keep you going for a long old time. My only real quibble is with the graphical offering, as this is really not the kind of thing that should be gracing our Megadrives nowadays.

GRAPHICS

72

▲ A highly realistic feel to the bike and the track because inconsistent.

▼ If only some more time had been spent on the visuals to make this a more

SOUND?

69

▼ Nothing really spectacular. The engine noises are a bit whiny and the incidental music is on the poor side.

PLAYABILITY

86

▲ After initial handling difficulties and a fair amount of over-steering, you'll [illegible] another to the best dancing after the opposition.

LASTABILITY

84

▲ 14 standard tracks, eight hour endurance track, and all of the play options are a good sign for a long life

VFM

82

▲ Not quite sublime, but nevertheless a considerable way for a pretty good product.

OVERALL

83

Behind this ugly shell[illegible] a huge amount of superior programming that results in a highly realistic racer.

MEGA

SWIV

PRESS START TO PLAY

1-2 PLAYERS

SHOOT 'EM UP

TBA

TIME WARNER

MARCH

CONTROL: JOY PAD

SKILL LEVELS:2

RESPONSIVENESS: TIMY

GAME DIFFICULTY: AVERAGE

PLAY SECOND HAND.

A long overdue conversion of an Amiga game.

Shoot bugs via yer laysers and dig option bullin.

...eased lump of beig... few good games an... between excruciatin... loading pauses, e... the snake Bilbo Ba... all in, and more cr... Barry Sheene, the o... did shine through.

Of the m...ms released, Rainbow I...nds, Speedball II and Kick Off were of particular note, but equally hot was a completely original blaster released by Sales Curve (you know, the guys who became Storm, Winzy, and eventually SCI) called SWIV. A vertical blaster, it was formed because A) It was pretty good B) because it looked as it went along, meaning there was no annoying waiting around. However, as the Megadrive doesn't lead at all. Ever. What novelty value can it offer us hard to please Sega types...in order to beat off fierce competition from the blasters already out? Well, read on and you'll ...

OOH, HOW USEFUL.

'Power-Ups, Power-Ups, where for art thou, Power-Ups?' Well, actually they're hidden in a variety of places. Most conspicuous of the bunch are the large protective bubbles which are found within glowing canisters. These surround the player's craft and make them temporarily invincible, but also serve a secondary purpose — because if you chooses to shoot them rather ...

'Smart Bomb' flash. Yer basic craft is also armed ... game, but the yellow cylinders which punctuate ... which are released using the C button.

SWIV

A HISTORY OF TIME

SWIV came about becau… Sears ego SCI had hen… [illegible] a conversion of… the Silkworm coin-op… for Virgin. The… resultant conver… sion was really goo… for the time, and…

…for a sequel… However, SCI couldn't… get hold of the rights, so… they started work on a… game which was different… enough not to infringe copyright… but also retained some of… Silkworm's better ideas. Thus… although Silkworm was a hori… zontally-scrolling blast with loads… of power-ups, SWIV became a… vertical scroller with the same… power-ups but a few more added… for good measure. Similarly,… unable to call the game Silkworm… II, they skipped two sequels and… opted for SWIV — an acronym of… Silkworm IV! The basic idea… behind SWIV is that an unnamed… alien menace has invaded Earth… and has laid fortresses and… enemy squadrons all over the… place. Jumping into either a jeep… or a helicopter, the player must… blast a path to the final boss… However, each of the vehicles… has its advantages and draw… backs, making for a slight strate… gic bent to the action. But only a… slight one.

Former Bubble boy surprised to see his copy of Ballzapoppin gracing…

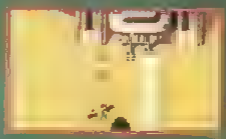
COMMENT

STEVE

Crikey, this is a blast from the past! Mega SWIV takes me back to my days when I worked on an Amiga mag, and the days when a thrill-less shoot 'em up could wow the gaming fraternity. We've come a long way since then, and the well overdue Mega SWIV just doesn't impress like it used to — mind you, a lot of this can be put down to the fact that this isn't half as good as the Amiga original! The once elegant sprites have been replaced by chunkier, lard-ass versions which stroll across the screen as they blast away at the flickering alien hordes. Similarly, the weapon upgrade system isn't half as simple as it used to be and unless you have the right gun at the right time, things gets stupidly limiting. Mega SWIV dates back to the days of 'meat'n'potato' blasters — sadly, we're all used to cordon bleu ones like Red Zone and Probotector, these days. There are a few plus points (good boss design and lots to shoot) but this never comes close to impressing. Oh yeah, and don't play as the jeep — it's utter crap.

GUS

Steve talks about frill-less, to that I would add thrill-less. Playing SWIV is about as stimulating as double Algebra on a late Friday afternoon. SWIV is a relic of past gaming days, with simple scrolling action, and a limited amount of levels (compensated for by over difficult gameplay). The graphics are dull (most of the conflict seems to take place over Emmerdale) and the sound lacks any of the explosive oomph of a top-quality blaster. Basically one to avoid.



GRAPHICS
69

SOUND
72

PLAYABILITY
74

LASTABILITY
67

VFM
52

OVERALL
66

Whilst hitting most shoot 'em up quarters, this looks and plays like a recently dug up fossil. An odd choice for release.

CORPSE KILLER

SHOOT 'EM UP

PRICE £34.99

BY ACCLAIM

RELEASE MARCH

OPTIONS

CONTROL: JOY PAD/MENACER
CONTINUES: NONE
SKILL LEVELS: 1
RESPONSIVENESS: GOOD
GAME DIFFICULTY: AVERAGE

1, 2D, 3D

Along the lines of Probe's Terminator 2 arcade conversion, but with FMV footage for the sprites and backdrops.

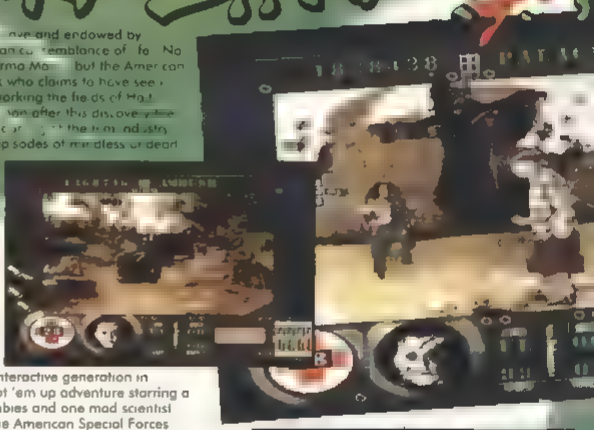
ORIGINALITY
CHALLENGE
ACTION

GAME AIM

Guide your cursor on a load pace across the screen to defend yourself and your friends against the blood-crazed zombie onslaught.

A [illegible] man corpse [illegible] but taken from [illegible] and endowed by sorcery with a mechanical semblance of life. No not the words of Norma Ma[illegible] but the Amer[illegible] can writer W B Seabrook who claims to have seen [illegible] rm es of zombies working the fields of Hai[illegible] y reckon [illegible] ion after this discovery the zombie became the c[illegible] t the horror industry inspiring countless episodes of mindless undead action. From White Zombie and the immortal Return of the Living Dead cinema audiences have been running scared from the possibility that one day long gone relatives will rise from the ground and seek vengeance.

The zombie screen heritage is now set to join the interactive generation in Acclaim's latest shoot 'em up adventure starring a cast of a million zombies and one mad scientist. As a Lieutenant in the American Special Forces you must locate and destroy the crazed madman Dr Hellman and his monstrous minions before they seize the graveyard and threaten the very existence of humanity as we know it. Spooky stuff!



The recently-revived zombie close-formation Aikido squad (not pictured).

[illegible] particularly useful are the Deluxe plants. This rare local root can be made into an ointment which can be applied as either a cure against energy-sapping zombie bites or to coat your ammo, making them fatal to zombies.

the banking in the Secret Service have knocked together an extremely handy gadget in the form of the DataPod. Blessed with a

all of the data you will require on your mission and are upgradeable by picking up further pods. Shall we take a looksee?

MAP

Now, we may be your first ha... the location... Outside of... Zombie Town...

missions include Winston's own personal hunt for his treasure trove, and Julie's

island you're going to need

and objects.

description courtesy of Winston.

Excuse me sir, you seem to be wearing a Paused logo on your jacket...

It's 9:30 and for the first time today we have zombies on the streets...

COMMENT

Let's face it, FMV games don't have a great track record. What is usually [illegible] ...fully interactive experience, ends up being a fuzzy outing for second-rate actors. So when it came to playing Dark Corpse Hotel, naturally I feared the worst. However, after playing for a short while, I found myself strangely drawn into the world of gunning down zombies. There's no denying the graphics leave a lot to be desired – grainy FMV, and some badly animated zombie movements are –, but at least this time they've adapted the action to play more like a game. One of the better products on the Mega-CD market, but still no must have.

COMMENT

Cormac Killer does everything I hate about these so-called interactive movies. Yes, there's a good plot revolving around voodoo – and as a horror film fan this was enough to get me interested. But the gameplay is just soooo poor it's unbelievable. This is a second-rate Operation Wolf with the player just moving a pathetic cursor on to crap sprites you can see coming from a mile away. Yes, they've tried to add an element of strategy and the links are very nice, but you still come back to the hotty shooting gallery. This is a massive step back for Digital Pictures who seemed to be getting it right with Double Switch. This game has one thing in common with its zombies: it stinks.

GRAPHICS

69

▲ One of the more graphically interactive titles.
▼ But still grainy FMV and far too much repetition in the zombie attacks.

70

▲ Meaty pings and zombie squeals [illegible]
▼ But a good deal more, and the speech is often cut short by the CD spinning.

PLAYABILITY

63

▲ Enough fun to [illegible] ...particularly if you're a fan of arcade shooters.
▼ It does get repetitious returning to the same locations time after time.

LASTABILITY

62

▲ The difficulty setting is sufficient to make sure you don't [illegible] ...too quickly.
▼ But the lack of real substance [illegible]

FUN

62

▲ A good [illegible] ...Morgue Dr...
▼ But you could get so much more game for the same amount of cash.

OVERALL

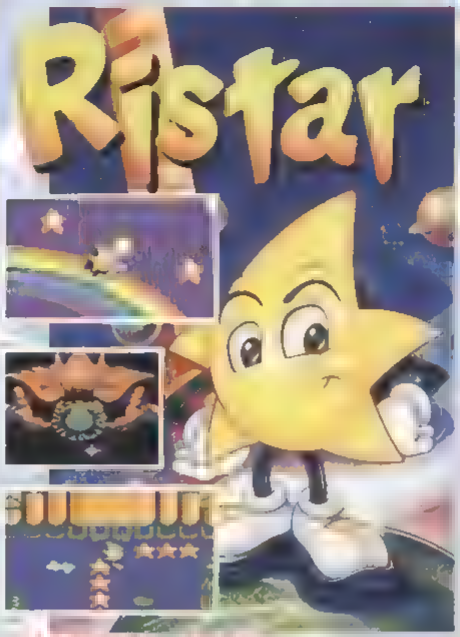
63

A reasonable FMV effort with even some elements of humour, but couldn't hope to be anything more than a two-dimensional real actor blaster.

PLAYERS	1
LEVELS	4
PRICE	£29.99
BY	SEGA
RELEASE	FEBRUARY
GAME TYPE	PLATFORM

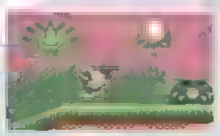
Ristar

Traditionally Hollywood is the place to hang around in if you want to become a star. Day or night you can guarantee that downtown LA will be full of gullible young wannabees all high on hope and without a chance in the world. But there's a place that's even more competitive than Hollywood, and the stakes are about four times as high. And it's just down the road from LA's stamping grounds too. Yup — in Silicon Valley, hopefuls are striving to hit the big time as young as six months old and the scary thing is that by the time they're around three or four, their careers could be over like forever. And then of course they're stuck with names like Dynamite Headdy, Bubsy and James Pond and subjected to ridicule for the rest of their lives. But budding young Ristar has an advantage over all the rest — you see he's already a star. No, I mean he IS a star. Really!



SHOOTING STAR

If you stumble across some doughnut-esque rings on your travels, don't ignore them in your hastiness to travel ever-right. Ristar can swing on these discs and if he does it for long enough, he goes all sparkly. This turns him into a sort of super-star, and by letting go of button two, he'll promptly whizz all around the level. Sometimes you'll need to do this simply to get through a level, but if you use the buttons to propel yourself higher, you'll gain a height bonus at the end of each stage.



WE'RE GONNA MAKE YOU A STAR (OH YES)

Ooh Ristar, you're so-oo good aren't you? Not only can you scale walls and generally swing yourself all around the shop, you can use your special extendible arms to dispense of any of those cheeky woodland creatures. Want to get rid of that nasty blue blob that's blocking your way? Simply grab hold of him, bash him against your bonce and he's gone. And you can also interact with the scenery too. Yup. Risters can use his arms to hold on to floating flowers and othersuch airborne devices, which hopefully take him to previously unreachable areas of each level.

COMMENT

STEVE

Blimey, this is closer to the 16bit game than I would have thought possible. Granted, the stages aren't quite as busy as those of the original, but this is a fine conversion and no messing. On the Megadrive, Ristar is destined to get lost against the Sonics of the world, but on the Game Gear Ristar is more than average — and certainly better than Triple Trouble. It doesn't offer anything new, but it has the playability and more than enough stages. Smart.

COMMENT

PAUL

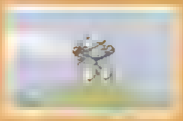
Even though Ristar borrows almost all of his features from Sega's great platform heroes, Sega have certainly made a huge effort to ensure that the graphics and gameplay are of top quality. Almost all of the features from the Megadrive version have made their way onto the smaller screen, and it's these features that make Ristar slightly more appealing than the usual Sonic clones. And unlike most of its rival handheld games, there's plenty of levels and the gameplay is quite challenging, too. Admittedly, the concept is derivative of almost every other platformer going, but it's still damned good fun and the graphics will certainly give hoggard looking handhelds a bit of a facelift.

GRAPHICS	90
	Some of the best sprites to grace the Game Gear. Oh yes.
SOUND	78
	Quirky, bleepy effects and passable tunes. Standard stuff.
PLAYABILITY	84
	Nice control ideas make Ristar one of the more versatile handheld heroes.
LASTABILITY	76
	The password system was a big mistake — it makes it far too easy.
VFM	79
	Not cheap, but the Game Gear does have rather too many platform games.
OVERALL	82
	Great graphics, great gameplay, great package, but little originality.

PLAYERS	1
MEG	4
PRICE	£29.99
BY	INFOGRAMES
RELEASE	OUT NOW
GAME TYPE	PLATFORM

We got a phone call the other day from the peeps at Infogrames. When they announced the arrival of their Smurfs game for the Master System and Megadrive they sent us little Smurf toys of every description. We got hunting Smurfs, cannibal Smurfs, even a Smurf snow shaker thing. Anyway, we'd forgotten all about these when we get a call from them asking if we'd seen the cover of one of the day's newspapers. Apparently a Smurf figure had been sold for over a grand and it was identical to one of the ones sent to one of the mags!

Anyway, in a more roundabout way than usual, this little tale brings us to this Game Gear version of the Infogrames platformer. I know there isn't a great deal of relevance between the intro and the game, but as this is basically the Master System version ported to the handheld, I thought you'd be familiar with it already. I mean, you're not thick are you?



the SMURFS

VERE ART YOU ALL COMINK FROM?

As in the MS version, the player guides Hefty Smurf through the assorted caverns, forests and waterways which make up the path to Gargamel's castle. Once again, the evil wizard is up to his old tricks and has whisked Smurfette away to his castle knowing that, as the only female, the Smurf race is doomed without her. Thus, a series of platform, boat and obstacle action stages await Hefty's attentions, whilst any nails can be resolved using the many fruits which adorn each stage.

Smurfette gets down and dirty (not pictured).

COMMENT

PAUL

The Smurfs have been doing the rounds over the past couple of months, so it was about time that the trusty handheld had a look-in. On all formats the Smurfs have made quite a hit, and the Game Gear is no exception. The graphics are bold and colourful, and the gameplay is varied and simple enough to make the experience a joy. Nothing too groundbreaking in the way of platform originality, but at the end of the day, a sound investment for fun on the move.

COMMENT

STEVE

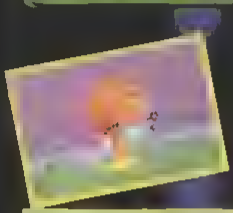
I thought the Master System version of this was cool. It was playable, unfaxing, but varied — perfect 8bit fodder. What's more, what goes for the MS version also applies here as the two games are virtually identical with the levels and features which made the MS game so good translated lock, stock and barrel. Granted Game Gear owners aren't quite as starved as Master System owners for good games, but this is one of the best platformers I've seen make it to a handheld.

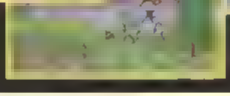
GRAPHICS	87
Bright and well defined, but they tend to slow down every now and then.	
SOUND	87
Yep, there's definitely sound. And it's more than adequate.	
PLAYABILITY	90
A little frustrating at times, but perseverance brings variety.	
LASTABILITY	86
Tough and loads of stages. The perfect combination.	
VFM	87
Normal price. Loads for your oomph.	
OVERALL	88
Once again the dated heroes prove they've still got what it takes in the gameplay areas.	

SPACE

Just when arcade games had started to get in a rut, and the only way to liven up a shoot 'em up was to bolt an Uzi on to the front or put it in a huge static cabinet, Sega took the humble blaster in a new direction using a hydraulically-moved cabinet and state-of-the-art sprite-moving techniques.

The first game to utilise such a system was Space Harrier which dropped a red-sweatered sprite into an alien-infested planet with no means of protection bar a large bazooka tucked under his arm. As the assorted chequered planet surfaces whizz beneath your feet, wave after wave of aliens come with it, spitting forth streams of oval laser bolts. At the end of every stage lurks a boss of some sort, and the usual method of shooting them leads of times comes into effect. But you probably knew that.





▲ Baked bean powered blastathonics.

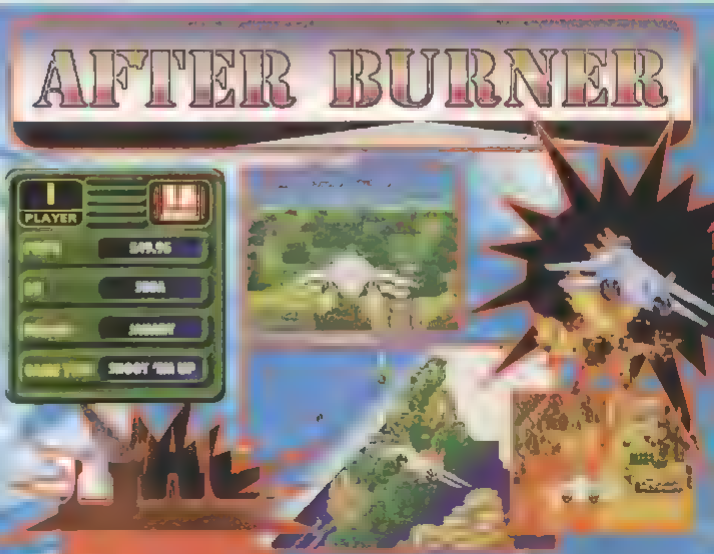
▲ A large 32-bit monster — yelks!

This is the biggest mistake Sega could possibly make. With the [illegible] should be taking things forward, not bringing attention to decade old games. So what if the conversion is spot on? Panorama Cotton looks more impressive. Space Harrier was okay, but only okay in its day, but today it has the same appeal as the Gary Glitter gang show. The truth is that this is all Sega have for 32X owners in January. Talk about 'in the bleak mid-winter'.

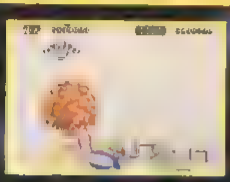
AFTER BURNER

Ever heard the phrase 'a quart in a pint pot'? Well, it can best be used when describing the unlikely conversions of past Sega coin-ops over to humble machines like the C64, Spectrum and Atari ST. As Sega were wowing arcade-goers with speedy spritefests like Space Harrier, Afterburner and Power Drift, owners of little home machines awaited conversions they hoped would capture the look and feel of the arcade game. Some hope.

As such, C64 owners made do with a version of Power Drift without the original's rotational scrolling, Spectrum owners were chuffed(ish) with a wireframe Ferrari in OutRun, and ST owners didn't bother buying Galaxy Force II because it was so crap. Now, however, in these days of 32-bit plug-ins, our home machines are more than capable of recreating the great coin-ops of the 80s. Which is why Sega have converted Afterburner and its Top Gun-style tomfoolery to the 32X lock-on, stock and barrel. At least I suppose that's why they've done it.



SPACE HARRIER



BOSS-TING YOUR ASS

When a path has been blown through the many [illegible] flying insects and gun-toting robots which invade each stage, one of several boss sprites makes an appearance. The first is a snake-like dragon which weaves in and out of the screen, while others are a selection of stone heads, a larger version of the [illegible] robots. These fly in and out of the screen until they are blown out of existence. At which point the next normal level is unveiled.

◀ Attack of the jelly beans!

SOUND 67

Horrible in-game music. But at least it's authentic.

PLAYABILITY

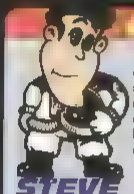
More skill than Afterburner, but the sprite detection often seems a little hit or miss.

[illegible]

You probably own the Megadrive version (and never bother playing it). Best to stick to it.

OVERALL 49

Another 32X non-starter. Why this was considered for release is beyond us.



COMMENT

STEVE

I used to really like the Space Harrier coin-op but, without the thrill of a moving machine and some nine years after its release it isn't half as impressive these days. When you consider how we take the likes of Virtua Fighter for granted, and enjoy sprite-based blasters far more complex than Space Harrier, it makes you wonder why Sega bothered with this conversion — it's not as if it offers varied gameplay! As with Afterburner this is a pointless conversion, and isn't likely to endear the 32X to the buying public.

IMENT

[illegible]irst, the SNES homage to Space Invaders, now this eight years ago Afterburner's gameplay was as substantial as a jet engine's exhaust. Quelle surprise, the years have not been kind. It's a fiddly, unrewarding and new unconvincing game. It doesn't impress technically either. Star Wars Arcade is the latest 'on up to go for

INTACTUS

Fans of the ageing Sega coin-op will be well chuffed to learn that every pixel of the original has made it to the Glade Mushroom lookalike. From the take-off on the good ship Afterburner the game faithfully recreates the canyons, forests and nightscapes of the arcade game. Similarly, the re-arming and re-fuelling screens have made it across as have the post-stage interludes where the OutRun car makes a sneaky cameo appearance.

IMENT

gaming? If so, then just why is a dated game like Afterburner one of the first titles for it? The original coin-op was a very shallow affair which, if it wasn't for the hydraulic cooling and funky sprites, would have been dismissed as just another fast-moving but repetitive blast. As such, whilst it is indeed an accurate conversion, I fail to see why we are supposed to be impressed by an eight-year-old game. On equal terms of playability, there are versions of this for the Megadrive and Master System for less cash, making this a redundant conversion.

SOUND

All the fast-moving sprites and detailed backdrops of the coin-op. Arcade perfect, to boot.

PLAYABILITY

Bangs and whizzes galore, and rather weak versions of the tunes and ditties.

[illegible]

It's fast moving and enemy filled, so plentiful. There are loads of levels to keep you busy...

[illegible]

Sadly, most of them are pretty much the same, with little method to the action.

[illegible]

Not the most auspicious of starts for a new piece of kit.

OVERALL 52

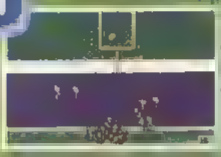
Yes it is indeed arcade perfect, but some eight years old, dated and shallow.

UNNECESSARY ROUGHNESS 95

Hi my name's Chuck Cheefer and welcome to the all MEAN MACHINES playoff featuring tonite Unnecessary Roughness from the Accolade coaching school We're coming live and direct to you for what promises to be one of the most in-depth and informed reviews this side of the great divide

Well the chaps are out on the field limbering up ready to face the tackles of the opposition defense, Playability and Lastability But as we all know the real challenge comes from the ultimate in quarterbacks, the old pro Overall Score. Well as I speak the crowd are beginning to cheer the start of play and the cheerleaders are calling out the chants for the stacks of stats, the inclusion of every player from the NFL, and the four-player facility So let's get down to the sidelines on the road to the bowl

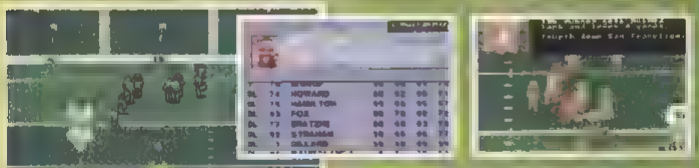
The Zombie Kick team run on to the field, I reckon.



Hey, look everybody a bloody great tuning fork.

WHO'S ZOOMING WHO?

Once you've gone through all of the players and their speech statistics it's time to hit the field and do the job you've come here to do. The view is taken from above the goalposts covering the field from sideline to sideline and scrolling to follow the action but when the action gets intense the view zooms in on the area to allow you precise control of the players



Not Michael Howard and Paula Hamilton, surely?

ALL STAR ACTION

All of the players from the 48 teams in the American National Football League are included in the game The combined statistics from each individual player have been used to build up an overall team rating allowing you make your games as evenly or unfairly matched as possible Plus in the fine tradition of Accolade titles you can admire the digitised images of all of the athletes in their glory

GUS

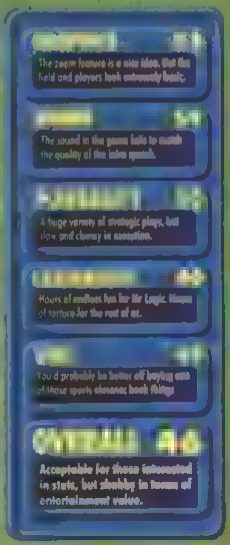
COMMENT

The one thing I cannot bring myself to do this month is be kind to this game Many have tried and failed to capture the genius of Park Place's Madden's football series (even Park Place fumbled a couple of the sequels) but this is nowhere even near the acceptable alternative mark It's a sorry slip-up for Accolade who seemed to have cracked it with recent form Now we're back to abysmal graphics and animation and shambolic gameplay. Hiding behind an impenetrable wall of stats is a thoroughly bad game of American Football, but the game's most off-putting feature is its unbelievably crap appearance Although it has been said elsewhere, the choice of title for this game couldn't have been more grimly apt

COMMENT

PAUL

Recognising the Madden series as the benchmark for all console American Football games, Accolade have tried to break-away from this style The inclusion of every player from the NFL with their photos and their abilities follows the tradition of providing games for the stats nuts But unfortunately the stacks of stats are at the expense of the rest of the game Graphically it's nowhere as good looking as Madden, lacking refinement and detail And in the playability stakes it suffers from a distinct lack of pace and some way off collision detection. If you consider yourself to be a top football fan hungry for statistics and set patterns, this may well be for you, but if you want a game you can plug in and play then I'd stick to Madden


The zoom feature is a nice idea. But the field and players look extremely basic.
The sound in the game fails to match the quality of the intro sound.
A huge variety of strategic plays, but slow and clumsy in execution.
Hours of endless fun for Mr Logic. Hours of torture for the rest of us.
You'd probably be better off buying one of those sports simulator book things
OVERALL 46
Acceptable for those interested in stats, but shocking in terms of entertainment value.

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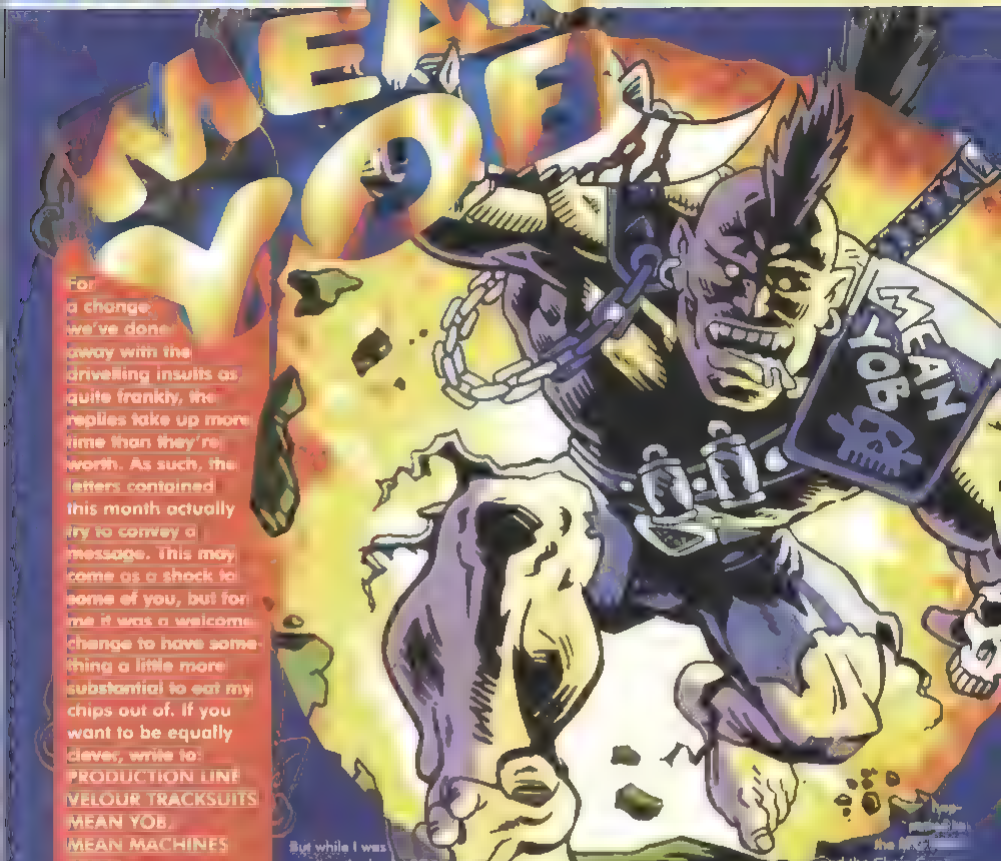

For a change we've done away with the drivelling insults as quite frankly, the replies take up more time than they're worth. As such, the letters contained this month actually try to convey a message. This may come as a shock to some of you, but for me it was a welcome change to have something a little more substantial to eat my chips out of. If you want to be equally clever, write to:

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LETTERS AND STUFF

Dear Yob

Well done on a brilliant mag. I have a little problem that has been bothering me about the age rating of games. A few days ago I purchased Urban Strike and I have to admit it is better than Desert and Jungle Strike

But while I was reading the back of the box, I noticed the [illegible] New not to put too much of a point on it, but how bloody old are these ELSPA people? Even though they had rated the game for ages 3-10, I can't see a child of three walking into a computer store to buy the game. Next they'll be banning Sonic for not being violent enough!

Connie Jackson, Harlow

YOB: The whole ELSPA rating thing is a good enough idea, but until some stability comes into the ratings it all seems a little daft. I mean, yes, by all mean classi- [illegible] contentious games like Street Fighter II, Mortal Kombat, Alien Trilogy, Super Star Wars, Trap and MKII, but do we really need to be warned about Sonic and The Ninjatones. Surely it's only worth giving a rating to those that deserve it.

[illegible]

Dear Yob

I just wrote to ask you about the review of Doom in issue 27 of the PC version of Doom. There are eight guns, but in your review you printed only six. What

[illegible] the Knuckle [illegible] and the Chain Gun!

Also I think you should give a £100 prize for the best letter in your mailbag like in CVG.

Andrew Farrant, Little Shelford, Cambridge

YOB: There are only six in the 32X version. Don't blame us, blame Sega. And I bet you'd like £100 for the best letter, then you could grease as few chaps even the most insane drivel over yours.

[illegible]

Dear Yob

What's happening to the end-

A. What a mess, no it's a knife, but both are green. From Nick Bolton.

John Green, Sheffield

YOB: It's a possibility. I was going to ask why you wanted one, but then I realised it's because your already completely spineless.

JACKET

Dear Yob

You've been getting a lot of crap in your letters page of late, so I think it's time for a serious slagging letter. First, I agree totally with Steve's comments last month regarding the ambling sloth of Digitiser. If they've got a problem with your esteemed mag, then they should ring up and state it, instead of making untrue and fabricated comments in their few pages of daily drivel. I mean, saying that you only get 70,000 readers compared to their million, is absolutely ludicrous, and a pitiful statement that only sadcases would accept. So what if they do get a million readers, we all know precisely why, don't we? It's because Digitiser is FREE! It doesn't cost anything at all! So before the fools boast, they should start charging £2.25 a month to subscribe to Digitiser, and THEN see exactly how many readers they get! Let me tell you this, it would a much smaller figure than MEAN MACHINES! Personally I wish the ass-faced baboons at the Digitiser hovel would shut their pus-filled festering gobs, insert their heads up their rectums, and inhale deeply. It would do them, and us, the world of good!

Paul Johnson, Shadow

Dweller of Sleagness

YOB: Actually the Digitiser guys did reply to Steve's letter but all they did was call him a few names and say that if we wanted a fight they were ready. Needless to say, having shit the plankton that writes for their hallowed pages, I'm off to William Hill's to put some money on the last Marrett. He could have Violet Berlin any day, too. But enough of that.

[illegible]

Dear Yob

I have been reading your magazine for two years now, and just lately I've noticed that you've missed a few games. What happened to Sonic Drift? I know it's shite but a review would have been nice. Also Pebble Beach Golf has been out of the shelves since November and so has Rock 'n' Roll Racing. How about a review? They're [illegible] only £35 in my local shop, but I don't know whether they're any good. Time to pull your socks up.

Simon Welburn, Brighton

YOB: Sadly, despite being larger than most of our rivals, we still can't fit in every game we receive. We had a copy of Rock 'n' Roll ages ago but never got round to reviewing it. As for Sonic Drift and Golf, they're only out on import and only a few copies made it over here. We don't tend to bother with a lot of the import games anyway because they're all a bit crap, but if something doesn't get a review you can always guess it's either pretty duff or that the company is too scared to send it to us — which means the same thing.

[illegible]

Dear Yob

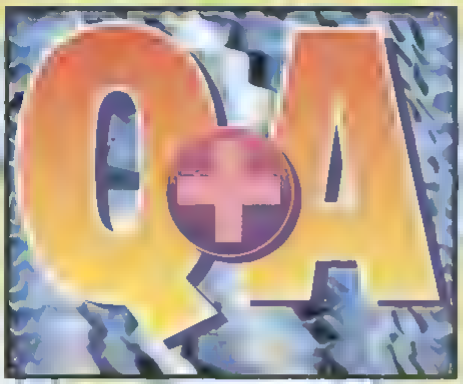
Being a person not at all influenced by television programmes, I'd just like to say, Nintendo, admire your work and continuations in the video game industry, and have enjoyed many of your classic games including Mario Kart, Zelda 3 and Mario All-Stars. I also have the highest admiration for your recent arcade games, Cruisin' USA and Killer Instinct, with their excellent graphics and sound. But if you give the Seal of Approval to another game as shambolic as Rise of the Robots, and demanded the best part of £70 for it, I'll say Oi!... Nintendo, NO!! It is neither the time or the place for a shoddy piece of programming that has about as much originality as Sega's next batch of 32X games! So there!

Neil Begg, Cheshire

YOB: NO! Neil Begg, you may indeed think you are Cheshire's answer to the wonderful television comedian at BBC1 properties, Sir Harry Enfield, but if you come round our manor saying 'Hello Matey Peeps' and doing dodgy Kevin impressions, a cuff around your actual lugholes will be forthcoming. And we'd be perfectly justified in that, my son.

A return to the crap old days of muscle rivalry and queasy direction.

There, quite interesting, wasn't it. Makes a pleasant change. Let's just hope it lasts.



Shall I tell you what I really hate? Pop tossers, that's what. PJ and Duncan, Let Loose, Boyzone and Deuce — PJ's the lot of 'em. I mean, just what sops buy these records, and who decided that PJ and soddin' Duncan were rappers. Jeez, it's enough to make Sinead [illegible] give it all up! Anyway, that's my [illegible] for the month, here's where we [illegible]. Send your queries to: GIVES NEW MEA[illegible] MEAN MACHINES SEGA Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU

DIARRHOEA

Dear Steve

I own a Megadrive so could you please answer these couple of questions?

1 Is Rise of the Robots worth a look at?

2. Could you list these games from best to worst: Ristar, Rugby World Cup, PGA 3?

3. Will there be a 3D golf game for the Megadrive in the future?

4 Being a PGA fan, is it worth getting PGA 3 if I have PGA 2?

5 Will BC Racers be coming out for the Megadrive?

Robert Jones, Cheadle, Cheshire

STEVE- 1 No, it's complete arse 2 Rugby, PGA, Ristar. 3 Nah, there's Links for the Mega-CD and Tee-Off for the 32X, but not for the stand-alone Megadrive 4 Only if you're a really ardent fan. 5. Nope — wait for Speed Racer instead.

CONCEIVE

Dear Steve

I would be most grateful if you would answer these questions for me as I received a Menacer gun and the Lion King for Christmas

1 Are there any other games coming out or already available for the Menacer?

2 I realise that big companies like Sega and EA are very busy but I have some ideas of my own and was wondering how some one would go about showing them to a company?

3 When Theme Park comes out for the Megadrive will you be able to go on the rides like on the 3DO?

4 Is Biker Mice From Mars coming out on the Megadrive?

5 Is Wing Commander coming out on the Mega CD?

6 Do think Sega would accept ideas for a Night Trap 2 even after the controversy over the first one?

Jonathon Mack North Shields, Tyne and Wear

STEVE: 1. T2 The Arcade Game from Acclaim, Body Count from Sega, er that's about it! 2 By writing to them 3 Probably not 4 No 5 It's out on import, but is so duff it won't make it officially 6. If Digital Pictures decide to do a sequel, it will come out via Acclaim

RHYTHM

Dear Steve

I bought myself a Megadrive about five months ago and I have a few questions for you

For Christmas I asked for SSF II. A man in a shop over here in Dubai said the version he had only worked on a Megadrive 2. So he conned my parents into buying a pirate copy. When I played it it was completely messed up. All the names were wrong and the comments were in Japanese. I thought there were no technical differences between the Megadrive 1 and 2?

2. Should I buy a Mega-CD or a 32X?

3 Sometimes when I play MKII with the fast mode and finish it the story comes up as normal and then it finishes then it goes to a third round against Shao Kahn. As soon as I hit him he freezes and vibrates. I can't do anything to him except wait for the timer to run out. Is this a fault or am I supposed to find this excellent?

4 Your mag is usually very fair in its reviews but you gave WWF Raw an awful review. I bought it and found it to be excellent. It has excellent graphics compared to past versions and a wide selection of options. Why the negative review?

Dominic Dubai, UAE

STEVE: 1. There aren't. You've been 'ad, my so. 2 32X. Or a Saturn! 3 It's fault brought on by accessing the cheat 4. Because it's repetitive crap requiring no skill whatsoever

NECESSARY

Dear Steve

I have just got a 32X for Christmas and I have a few questions to ask you

1 Why are the games so expensive?

2 What happened to the battery back up on Virtua Racing Deluxe?

3 When will the first game to use both the 32X and the Mega CD come out and what will it be?

4 If used with the Mega CD could the 32X produce similar graphics to Road Rash on the 3DO?

5 Will Twisted be coming out on the 32X?

6 Which FMV games will be redone for the 32X? I've heard Tomcat Alley is in the pipeline

Chris Rayment Hemel Hempstead Herts

STEVE 1 It's a new system and developing for such an unknown quantity is risky and initially expensive. 2 There ain't one 3 Either Night Trap or Midnight Raiders – both are due in March 4 Nope 5 Nope 6 Tomcat Alley isn't scheduled, but Midnight Raiders and its sequels are on the way, as are loads of titles from Digital Pictures

MANOEUVRE

Dear Steve
When I play Doom on the 32X, I start at level six and then go on to level 15, but when I do this all I get are some credits and at the bottom it says C-/DOOM. Nothing happens when I press any of the buttons and I end up having to switch off or reset the game. The game should go back to level one where I should play to level six and then onto 16 and 17. Why does this happen and what should I do?
Amit Lahan, Hayes, Middlesex
STEVE. Take it back to the shop, mate..

PNEUMATIC

Dear Steve
I think your mag is superb, so please could you answer my questions?
1. Is Doom 2 coming out on the 32X?
2. Is Acclaim's Alien Trilogy on the 32X going to be cart or CD-based?
3. Is Virtua Fighter going to be released on the 32X?
A Wardrop, Dumbarton, Scotland
STEVE 1. It hasn't been decided. 2. Cart-based. 3. It's feasible the machine could handle it, but Sega have no plans as of yet! — perhaps when the Saturn is officially released they'll change their minds, though.

AGGREGATE

Dear Steve
I am thinking of buying a Saturn on import. Please could you answer my three simple questions?
1. How much should I expect to pay for an import Saturn?
2. What leads would I need to make it run on a PAL TV, and would I need any special leads or mains adaptor?
Barry Paige, Tenterden
STEVE: 1. Between £500-650, plus a power supply converter (£30). 2. You'll need a signal conversion box, unless you have a SCART telly, for which you'll need the proper SCART cable.

BOURGEOIS

Dear Steve
Please answer these questions for me.
1. In the finished version of Micro Machines 2 for the Megadrive, why wasn't the stock car racing included as featured in your July issue?
2. Will Virtua Cop ever be released on the 32X or Saturn?
3. Are there any plans for a decent beat 'em up on the Mega-CD?
4. To play a four-player game on the 32X, will the game be on a J-Cart or will you need a four player adaptor?
Jed Mears, Selsey
STEVE. 1. Memory restrictions. 2. It has been confirmed, but is way, way off. 3. Nope. Eternal Champions is due, but I think it's crap. 4. It depends on the company.

CONSCIENTIOUS

Dear Steve
I own a Megadrive, but I feel that I need to upgrade to something a little more powerful. The 32X is looking quite promising, but here are some questions anyway.
1. Although the 32X looks pretty damn good, do you think there's any chance of it being dropped when the Saturn is released?
2. Will there be any decent platform games like Predatector released for the 32X?
3. Is there any chance Treasure will be releasing games for the 32X? Gunstar Heroes is till one of my favourites.
4. Don't you agree Underworld, Manic Miner, and Knight Lore (ZX Spectrum days) were excellent? I do.
Josh Robertson, Bradford-on-Avon
STEVE: 1. Apparently, they'll run side by side. Sega, right? 2. Yeah, Treasure are working on a few, as are Konami. 3. See earlier answer. 4. Yes.

INSTANTANEOUS

Dear Steve
I'm a big Sega, Mean Machines, and Yuzo Koshiro fan. Please could you answer my questions?
1. Is there going to be a Streets of Rage 4? If so when?
2. Will a Streets of Rage ever be released for the 32X and the Saturn?
3. Is a Shinobi game being planned for the 32X?
4. How many sprites it handle?
5. How many sound channels?
6. When playing Megadrive games through the 32X, does it improve the sound quality and screen definition?
Franklin Smith, Birmingham
STEVE 1. Not until the end of summer. 2. Probably not. 3. Not as of yet, but needless to say one will appear eventually. 4. Loads. 5. Four I think. 6. Yep, but only marginally.

Ok, that's enough for this month. There'll be more Q&A jocularity next month. I bet you can't wait. I know I can't. Hmm.

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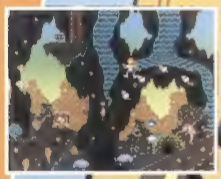

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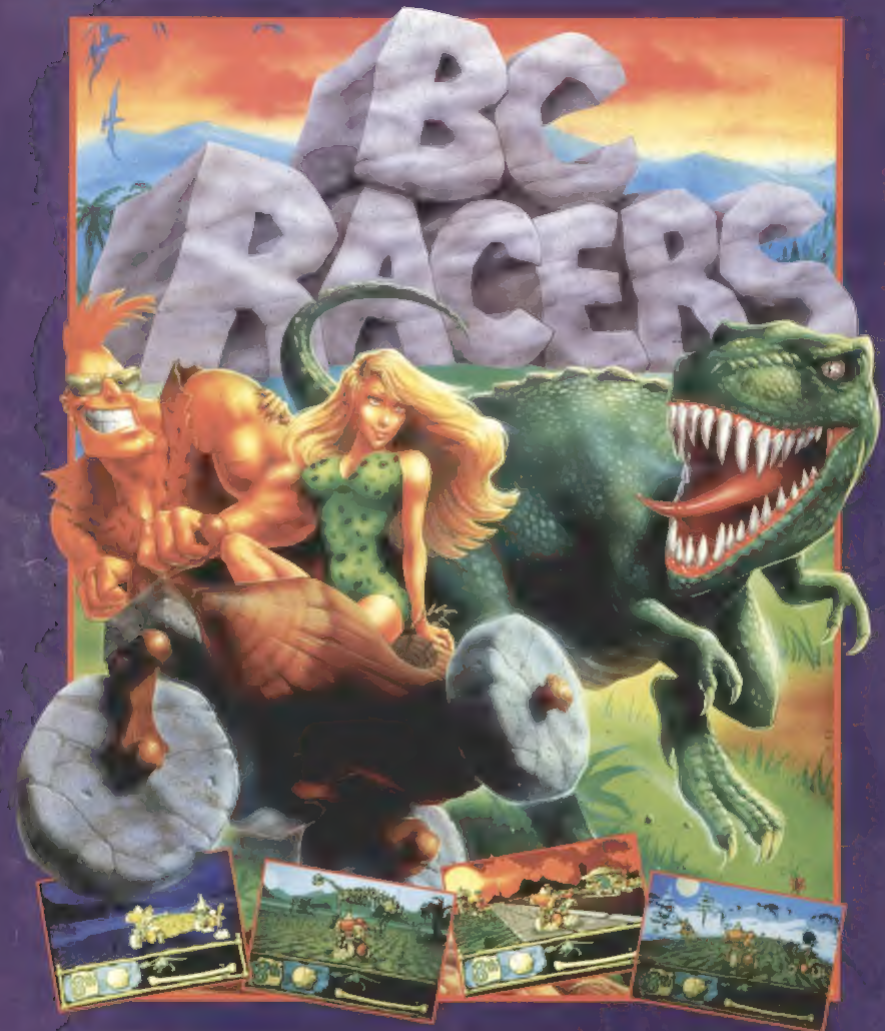

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